SECRET OF MANA

RUSEL DEMARIA Tips and Hints THE ONE AND ONLY STRATEGY GUIDE FOR SECRET OF MANA!

The Secret of Mark Official Game Secrets



NOW AVAILABLE

VIDEO GAME BOOKS

Nintendo Games Secrets, Volumes 1, 2, 3, and 4
Super NES Games Secrets, Volumes 1, 2, 3, and 4
Super Mario World Game Secrets
Nintendo Game Boy Secrets, Volumes 1 and 2
Nintendo Games Secrets Forelates Tips
Sega Genesis Secrets, Volumes 1, 2, 3, 4, and 5
Sega Genesis Secrets, Volumes 1, 2, 3, 4, and 5
Sega Genesis Secrets Greatest Tips
Official Sega Genesis Power Tips Book, 2nd Edition (in full color!)
TurboGrafx-16 and TurboExpress Games Secrets, Volumes 1 and 2
The Legend of Zelda: A Link to the Past Game Secrets
Super Start Wars Official Game Secrets
Super Battedoads Official Game Secrets
Super Battedoads Official Game Secrets

COMPUTER GAME BOOKS

SimEarth: The Official Strategy Guide Harpoon Battlebook: The Official Strategy Guide JetFighter II: The Official Strategy Guide The Official Lucasfilm Games Air Combat Strategies Book Sid Meier's Civilization, or Rome on 640K a Day Wing Commander I and II: The Ultimate Strategy Guide Chuck Yeager's Air Combat Handbook Ultima: The Avatar Adventures Ultima VII and Underworld: More Avatar Adventures A-Train: The Official Strategy Guide PowerMonger: The Authorized Strategy Guide Dynamix Great War Planes: The Ultimate Strategy Guide Gunship 2000: The Official Strategy Guide Falcon 3: The Official Combat Strategy Book (with disk) SimLife: The Official Strategy Guide Populous: The Official Strategy Guide Stunt Island: The Official Strategy Guide Prince of Persia: The Official Strategy Guide X-Wing: The Official Strategy Guide Lemmings: The Official Companion Seventh Guest: Official Game Secrets Myst: Official Game Secrets

How to Order:

Quantity discounts are available from the publisher, Prima Publishing, P.O. Box 1260BK, Rocklin, CA 95677; telephone (916) 786-0426. On your telethead include information concerning the intended use of the books and the number of books you wish to purchase. Turn to the back of the book for more information.



Rusel Demarja

FREE CARRESPER



Copyright © 1993 by Rusel DeMaria

All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written premission from Prima Publishing, except for the inclusion of quotes in a review.

Secret of Mana™, Squaresoft™ are trademarks of Square Co., Ltd. © 1993 Square Co. Ltd. All rights reserved.

Executive Editor: Roger Stewart Managing Editor: Neweleen Trebnik

Creative Director, Secrets of the Games: Rusel DeMaria

Project Editor: Becky Freeman Design and Layouts: Rusel DeMaria Cover Design: The Dunlavey Studio Special Image Processing: Ocean Quigley

Translations: Rumi Shikii, Ted Woolsey

Squaresoft Inc.: James Gillis, Kaeli Kreider, Nathan Williams, Charlie Wilson, Ted Woolsey

Created by DeMaria Studio for Prima Publishing, Rocklin, CA

ISBN 1-55958-465-3

Library of Congress Number: 93-86198

94 95 96 BC 10 9 8 7 6

Printed in the United States of America

ACKNOWLEDGMENTS

As usual, there are a lot of people who helped us, directly and indirectly. To begin with, Nathan was way beyond the call, giving me advice and strategy assistance whenever I needed it. Ted was also a major help in getting the materials we needed and translating some of the Japanese text we couldn't read. Thanks also to the rest of the Squaresoft testers, who answered my phone calls and helped out.

Thanks to Rumi for translating lots of monster stats that I'm sure she didn't understand at all. I also have to thank Ocean for exceptionally hard work on composite maps and the great textures I used, plus Jeronimo for keeping other projects going while I was so tied up. Same goes for Tom and Mychelle. Finally, thanks to my son, Max, for being my personal inspiration for "the boy."

Contents

Introduction vi	i
Chapter One Basic Techniques	1
Chapter Two	
The Early Story	5
Spiky Tiger	
Chapter Three	
Underground Palace & Pandora Ruins 2	1
Fire Gigas 24	
Wall Face 27	
Kilroy 29	
Jabberwocky29	
Chapter Four	
The Upper Lands 3	1
Spring Beak 36	
The Great Viper41	
Chapter Five	
Fire & Ice 4.	3
Geshtar — Mech Rider 46	
Boreal Face	
Tonpole & Biting Lizard 51	
Frost Gigas 53	
Minotaur 57	
Chapter Six	
The Empire 5	9
Doom's Wall 69	
Vampire 71	
Metal Mantis74	
Geshtar — Mech Rider 2 77	
Chapter Seven	
The Dark & The Light 8	1
Lime Slime	
Blue Spike 92	
Gorgon Bull92	

Chapter Eight	
Moon & Mana	95
The Dark Stalker 99	
Test of Courage 102	
Aegagropilon 104	
Chapter Rine	
The Underground City	107
Hydra 110	
Kettle Kin 118	
Chapter Ten	
The Grand Palace	119
Snap Dragon 128	
Hexas 130	
Geshtar — Mech Rider 3 131	
Chapter Eleven	
The Pure Land	133
Dragon Worm 136	
Snow Dragon 137	
Axe Beak 137	
Red Dragon 138	
Thunder Gigas 139	
Blue Dragon 139	
Chapter Twelve	
The Mana Fortress	143
Buffy147	
Dread Slime 149	
Dark Lich 155	
Mana Beast 156	
Monster Statistics	158
Index/Game Flow Chart	164

Special Color Section:

The World Map
The Bosses
The Empire Ruins
The Underground City
The Grand Palace
The Mana Fortress
Scenes from Secret of Mana

Introduction

On these pages is the story of the boy who became the Mana Knight. This story is told in words and pictures. If you follow the story, you should have no trouble solving any puzzle or defeating any enemy.

This book is divided into parts which correspond generally to the events of the story. However, it isn't necessary to read this book from cover to cover. If you want only to find a particular section or map, look in the table of contents or in the flow chart/index that starts on page 164.

You also find a lot of useful information on the statistic pages. There are pages of information about all the monsters you meet during your travels. Starting on page 158 is a table of ordinary monsters. In the color section of this book is a section with statistics on each boss monster, including their main attacks and weaknesses.

How to Use This Book

You can use this book in several ways. It can be a reference book in which you look up only what you're interested in finding. It can be a storybook that you read from beginning to end. Or, it can be a map book. You can use the composite screen maps we've provided to find your way through the caves and palaces.

We suggest that you pay particular attention to Chapter One: Basic Techniques. This chapter is full of information that will help you get through the game with the least difficulty. Some of the techniques will not be available to you until later in the game. For that reason, we suggest you return to Chapter One from time to time to see if there is any new technique or strategy to try. To make it easier on you, we have also indicated winning strategies throughout the book, where they apply.

A NOTE ABOUT DIALOG

Sometimes, to keep the story style intact, we've made up short conversations between the boy and his friends. None of the made up conversation happens during the game, so don't be confused if you read something the boy, the Sprite, or the Girl might say and it doesn't happen in the game. On the other hand, none of the made up conversation is important to how you play. It just offers clues about what you might do next, or supports events that occur in the game. Most important, dialog that does occur in the game is also shown in pictures and summarized in captions.

Is This the Only Way?

If it occasionally seems that we've left out some steps, we've tried to steer you everywhere you need to go. Also, the pictures generally show the details of what you need to do in any place. However, that does not mean that the story told in this book is the only way the game could be played. In some cases, especially after you get Flammie, you can choose to play the game in a different order. Feel free to diverge from the sequence of events suggested in this book. It may make the game a little more difficult, but that's OK. There's nothing like a challenge!

READING THE STATISTICS

Each monster, whether it is a boss or an ordinary monster, has certain characteristics.

Elemental Group: Some monsters belong to special groups
which are associated with the elementals of Mana. For instance,
the Nemesis Owl belongs to the Wind group. Generally, magic
from the opposite group can have great effect on such a monster.
For instance, against Wind, use Earth, against Fire, use Water,
and so forth

•	Level: Each monster has an experience level. The higher the level,
	the stronger and more dangerous the creature will likely be.

- Hit Points (HP): Each monster has Hit Points which determine how much damage you will have to do to defeat it.
- Magic Points (MP): It also may have Magic Points which determine how many magic spells
 it can cast. Some monsters have special attacks that don't require Magic Points, so be aware
 that many creatures can still be very dangerous without magic.
- Strength (Str): Use this information to see how dangerous a monster might be when it attacks with weapons.
- Speed (Spd): Use this information to see how quick your opponent is. Speed affects how well the creature can avoid your attacks as well as how fast it may attack with weapons or magic.
- Experience (Exp): This number shows how many experience points your characters will gain when they defeat the creature. Experience points help your characters progress to higher levels where they will be more effective.
- Gold Points (GP): The amount of gold you receive when you defeat the creature.

There is also a certain amount of information available for each monster. For an ordinary creature, we try to identify the most important fact about that monster — for instance, what kind of magic does it use, or what kind of creature can it summon? For boss monsters, we let you know what its main attacks are and what its weaknesses are (if any).

Ner	nesis (Owl (W	ind)
Level	18		
HP	122	10	25
MP	24	~	ar.
Str.	21	Spd.	21
Ехр.	100	GP	88
Uses S	ilence i	nagic.	



Spiky Tiger

111
MP21
EXP210
GP288
TypeAnimal

Main Attacks: Fire Bouquet Weakness: None

OTHER INFORMATION

Throughout the book, we've scattered little tidbits of information — pictures of weapons, some sequences showing weapon attacks, images of the magic elementals. None of that information is necessary to complete the game, but we thought you'd enjoy it.

So, we hope you enjoy this book and that you get what you need from it. If you follow the suggestions we've made, you should have no trouble completing the Secret of Mana.

The Secret of Mara



Chapter Ore: Basic Techniques



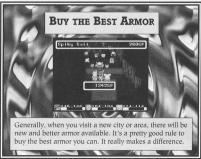


Some Basic Techniques

Here are some good techniques to get you through the adventure you're about to undertake. Some of these tips may not make much sense — yet. As you play through the game, turn back to these pages every so often. You may discover some new ideas. If you follow these suggestions, you should have no trouble completing the game. No boss will be too tough. No situation too challenging.





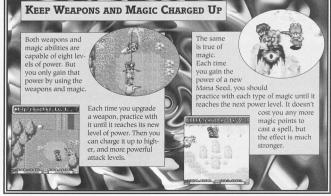






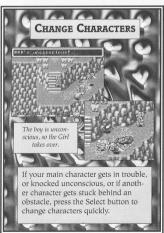














ers, you need a special adaptor. The game plays pretty much the same, but

you may develop new strategies. You

of magic against the bosses. It's more

ber, teamwork is everything.

also might want to use weapons instead

challenging, but also more fun. Remem-

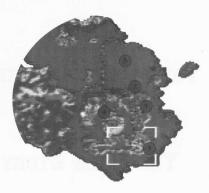
The Secret of Mara

ses and

Chapter Two: The Early Story

This part of the Mana Knight's story has been told and may seem familiar. However, this is the most complete version and may offer some new insights or information. Also, as with any story, this one is worth telling from the beginning.





the land of the mana knight

- 1 potos village
- 2 the water palace
- 3 pandora
 - GAIA'S NAVEL
- 5 The great forest

ime flows like a river . . . and history repeats .

The Secret of Mara

 $\hat{f N}$ e was out playing where he shouldn't have been. But then fate \dots destiny . . . has a way of putting people where they need to be. And things aren't always as they seem.

So he was out playing where he shouldn't have been, and he fell from the log bridge. His friends went back home to Potos without him. Alone at the base of the falls, he looked around for a way home when he met the phost.

"... Boy ... Remove the sword," it said.

So he pulled the rusty sword from the stone in the middle of the pond. What could he have known of the sword's history? What could he have known of the Secret of Mana?





The sword cut through the brush.



With practice, his skill and strength grew.

And he took the sword and learned to use it, first on the low underbrush, which it cut away cleanly, then on some of the dangerous creatures that inhabited the forest. The world had become more threatening and less friendly of late, and it was useful to have a sword for protection.

From time to time, one of the monsters he vanquished left behind a treat. The unusual Candy they left behind made him feel stronger when he ate it, but he had little use of it, and after a while decided to carry it with him, just in case. He also found gold left behind by the monsters.

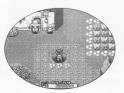
Soon, he could feel his skill with the new sword growing. Every time he defeated an enemy, he gained in the wisdom of battle, which, while it is different from the wisdom of age, or the wisdom of magic, still was a useful wisdom to have. He learned to store up his mental power and deliver a great leaping blow that did great damage to the creatures that opposed him. By the time he returned to Potos, he was far more

skilled than before, and he felt stronger, too.

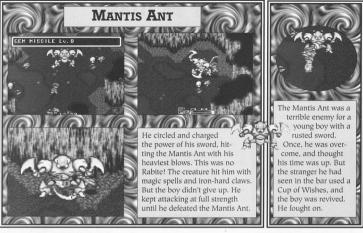
When he finally arrived at Potos, he bought himself a bandanna to protect his head. But the village elder was angry with him for pulling out the sword. Then a great earthquake shook the land, and a hole opened in the ground.













After the battle was over, and the boy was victorious, the man called Jema told him about the sword. But the sword had grown weak, and Jema told the boy to find a way to re-energize it. He told him to visit Luka, the Guardian at the Water Palace.









The village elder was still angry. He blamed the boy for bringing the Mantis Ant. The boy was banished from his home. When he asked the elder about his background, the boy learned a little about his beginnings. But his past was still a mystery.





Banished from Potos Village!



out into the world. He decided to follow Jema's advice and seek out Luka in the Water Palace. Jema had paid for the boy to travel by cannon to the Water Palace. He

The boy left his village and headed

Jema had paid for the boy to travel by cannon to the Water Palace. He had a choice. Walk and practice his sword technique? Or accept the free ride? Which way would you go?





Jema had paid for passage at the Cannon Travel Center near Potos.

THE WATER PALACE

W t

Stepping on the switch

When he reached the Water Palace, the boy walked up to the entrance without hesitation. But when he came to a deep chasm, his way was blocked. He discovered a switch in the floor. Stepping on it caused a bridge to appear.

Eventually, he came to the altar of the Mana Seed. This is where he met Luka. Jema was also there. He learned many things from Luka and from Jema. He heard something about the Empire and their plans to

revealed a bridge.

wasn't good. He also learned something more about his sword and what he must do to revive its power. Most of all, he learned that his was a great destiny, but it was also a great responsibility for a young boy. He was determined to succeed. If only he knew what he had to do.

Luka told him about the eight fortresses, and Jema sent him to Gaia's Navel, to search for the Dwarf Village where he might get his weapon reforged. Luka taught him how to charge his sword's power by holding it up to the Mana Seed. She also gave him a Spear — another Mana weapon.













The boy could feel the power of the



Luka told the boy how to get to Gaia's Navel

GOBLINS!

On his way to Pandora, the boy was attacked and captured by a wild band of goblins. The land had grown far too dangerous. It looked as if he was going to be a goblin hors d'oeuvre!

Then she appeared. The Girl. Quietly she snuck into the goblin camp, looking for someone. And even though the boy was not the one she sought, she rescued him anyway. Then she ran off without even telling him her name.







VISIT NEKO'S

SUCE

Hristband

Eventually, he reached a sign that showed him the way to Pandora.

229GP

Just south of the Water Palace, he

found a strange store run by a cat

the store were expensive, but they

were of good quality. He bought a

Some of the other items interested

him, like the Cup of Wishes, but

the prices were very high.

Wristband for added protection.

named Neko. The items sold in



After Pandora, he met the Buzz Bee.



On the way to Pandora, he fought some new enemies, like the Mushboom with its sleep pollen attack.

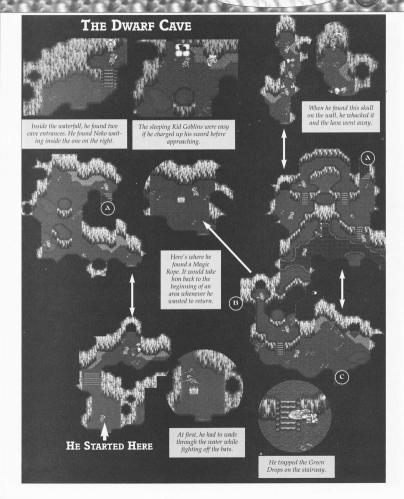


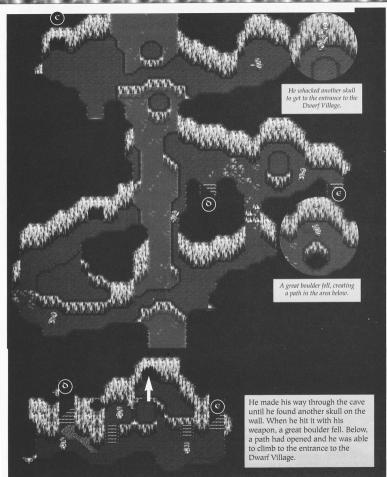
When he reached Pandora, the townspeople were in a daze.



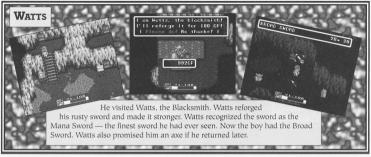


he went north.





THE DWARF VILLAGE





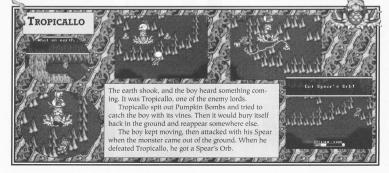




The boy paid to visit the "world famous exhibition hut" where he saw the Sprite. The Sprite begged for money, and out of pity, he gave it some.

o v

Later, he overheard the Sprite and the Elder gloating over how they had fooled him. When they realized he had heard them, they were ashamed and returned his money.







AFTER THE DWARF VILLAGE

The boy used Watts' shortcut to return to Gaia's Navel. He found his newly forged weapons were much more effective than before. He vanquished the monsters quickly.

He was careful with the Sprite. It was not used to battle, and could easily be hurt.

He gathered more gold, then returned to the Dwarf Village to buy armor and other provisions, such as Chocolate, Cup of Wishes, Head Gear, Power Wrist, and Spiky Suit. For the Sprite he purchased the Rabite Cap, a Power Wrist, and a Spiky Suit.

In some accounts, he returned to Pandora and met the Girl there. But others say she had already gone after Dyluck and was lost in the Haunted Forest.



The Sprite was not very strong, but it could shoot the Bow from a distance. The boy told it to attack, but to keep its distance from the monsters.



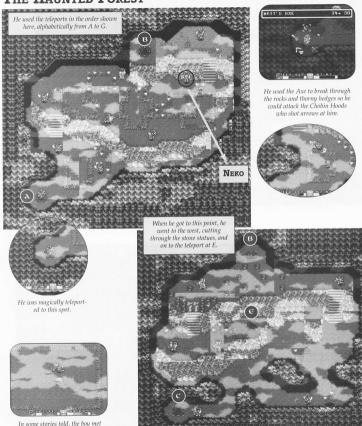


When he felt ready, he went north at the signpost and headed into the Haunted Forest. He stepped into the row of villars and disappeared.

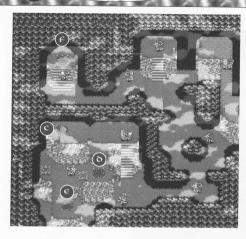


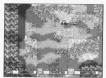
THE HAUNTED FOREST

the Girl here. She was a prisoner, but he freed her and she joined him then.







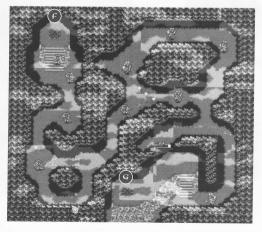


When he stepped on the magic symbol at D, a new land bridge was created. He went back to E, then found the teleport at C. From there, he went north to F.





He found that he could identify the monsters in the forest. In some places, he and his friends decided to run quickly past the danger, not to stop and fight where the enemy had the advantage.



ELINEE'S CASTLE



When they got to the witch's castle, he fought the Chobin Hoods and headed to the east.



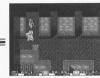
Eventually, they came to a door leading north.



When the boy stepped on the switch, the gate opened, allowing them to vass.



Even in an innocent-looking room, there were enemies. Here, the Polter Chairs attacked.



Another switch opened the way to the northwest.



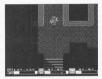
When they came to this floor switch, they headed down the stairs to the south.



They found Dyluck's soldiers in the prison. The soldiers offered some advice.



They also found Neko, who was able to help them in various ways.



All three of them had to stand on the switch to make the bridge appear.



The boy was moogled by Eye Spy.



When they came to this barrier . . .



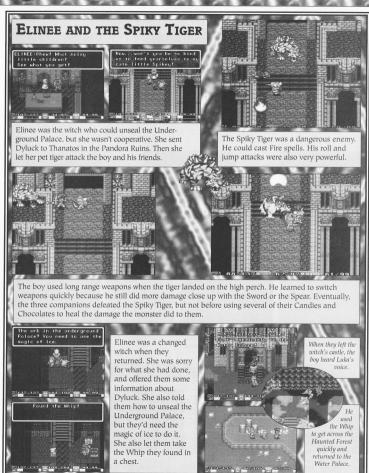
SAVE HERE:

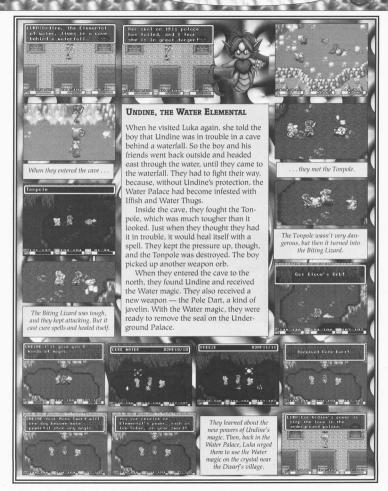
This seemed like a good place to record their adventures just in case something happened.

. . . they found a switch to the north . . .



... that removed the wall.







Here's where they meet the Gnome and get the Axe!

The Secret of Mara

Chapter Three:
The Underground Palace
& The Pandora Ruins





FROM THIS POINT ON ...

This is where other accounts of the Mana Knight's story ended. The story continues with the strange Orb that blocked the entrance to the Underground Palace.



F rom the Water Palace they returned to Gaia's Navel, and from there to the Dwarf Cave (using Watts' shortcut again). They visited the inn to rest and record their adventures.

When they were ready, they visited the hot, steaming lava pit, just outside the Dwarf Village. The lava blocked the way. Following the witch's advice, the Sprite used its Freeze magic on the Orb and the Orb disappeared, and so did the lava blocking the way into the Underground Palace.

CHARGING UP MAGIC



The Sprite practiced the Freeze spell.



The same way that practicing with weapons made them fight better, so practicing with magic made it stronger.

When they entered the Underground Palace, their way,was blocked by a gang of Goblins. Both the Girl and the Sprite wanted to practice their new magic abilities, though, so the Sprite cast its Pleeze spell on the Goblins from a distance, and the Girl cast Heal spells on her friends, even though they didn't need healing. Then they all retreated and returned to the lim to recover their magic energy.

They continued to practice until each had reached Level 1 of their Water magic skill.



When they couldn't cast any more magic, they would rest at the Inn.



The Girl practiced the Heal spell



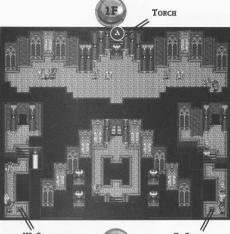
Eventually, they reached Undine magic Level 1.

GAINING MAGIC EXPERIENCE

They found that they gained more experience in magic when enemies were near. If they stayed safe in the town, they wouldn't progress as fast.

(23)

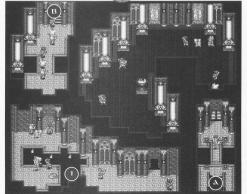
UNDERGROUND PALACE







E. SWITCH





The boy found that he could attack right through the wall!



Once they had passed the Goblins, they entered a large hallrowy. The stairs going up were blocked by a great torch, but they discovered switches in corridors to the east and west. When both switches were triggered, the torch disappeared. Then they were able to climb the stairs.



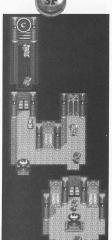
More switches made a bridge appear.





Then they had to use the Whip to get across a gap leading to the west.

The Secret of Mana





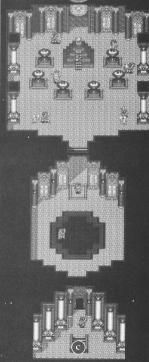
The Chess Knights were tough, but the boy hid around the corner and charged up his weapon, then ran forward to attack. After hitting the Chess Knight, he retreated behind the wall again.



When the travelers met the head of the Gnomes, he wasn't very friendly. But when the Fire Gigas showed up, he took off in a hurry.







USING RAPID-FIRE MAGIC

The Sprite discovered how to destroy a boss character quickly by casting its magic without stopping. It learned to cast a spell, then cast another as soon as it was able to. Usually, the boss couldn't even move. Using the right magic — the one the boss was most susceptible to — the Sprite was able to finish off an enemy very quickly. That way, none of the companions were hurt — not much, anyway.

Also, from here to the end, they always tried to keep as many Faerie Walnuts as they could to recharge their magic. And plenty of Cups of Wishes for emergencies.

THE GNOME MAGIC





In gratitude for getting rid of the Fire Gigas, the Gnome offered his magic to the boy and his friends. Realizing that this place was one of the Mana palaces, the boy held the sword up at the altar and charged his sword with the Seed's wower.



headed for Pandora.



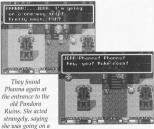
PANDORA



The boy visited the King of Pandora in his palace. The King talked about verybody acting like Zombies, but the boy had already noticed that. At the edge of town, they met the Girl's friend, Phanna, but Phanna disappeared before their eyes. They decided to go to the ruins and see what was going on there.





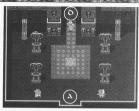


"one-way trip" and then walking away as if nobody was there. The Girl was angry and pushed her way past the expressionless guards.

PANDORA RUINS

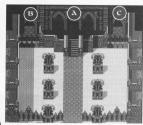
The Pandora Ruins were full of new enemies. And though they looked in every room, all they found were a lot of monsters.

When they got hurt, they returned to Pandora to rest at the Inn.





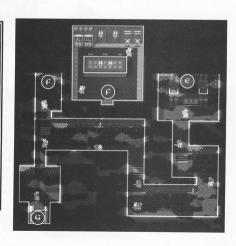




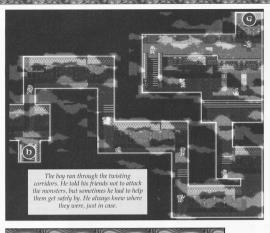




The boy fought Tomato Man and his Zombies, but he didn't know what lay ahead. He didn't wont to use up all his strength fighting past every creature who stood in his vany, so he ran faster than the monsters could keep up. In this way, he and his companions stayed strong and healthy — not even strong and healthy — not even strong and healthy — not even the place where Thanatos was waiting. "We can practice our skills any time. But now, we have to get to the botton of this mystery," said the boy.



Pandora Ruins





They finally met Thanatos, who held Phanna and Dyluck captive.



Thanatos acted as if he was trying to make a better world, but he didn't fool the boy or his companions.

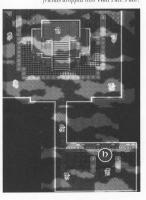


He opened a trap door and the three friends dropped into Wall Face's lair.



magic. Also, the boy discovered that if they concentrated only on the central eye, the wall would soon come tumbling down.





BACK TO PANDORA



When Wall Face was defeated, Thanatos released the villagers but not Phanna and Duluck!



The boy found Jema among the villagers in the Ruins. Jema told the boy to return to the Water Palace.

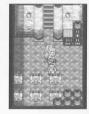




They each bought a Cobra Bracelet, and sold their old Power Wrists. The girl got the Kung Fu Dress. It was better than the Kung Fu Suit.



The King was grateful and told the boy to take his treasure to help him in his quest. The treasure was in the basement.





They opened each of the chests. When the boy saw the weapon orbs, he said, "We should visit Watts again."

But the Girl said, "No. We need to go to see Luka, first."

THE PLOT THICKENS

AT THE WATER PALACE



The Mana Seed of Water had been stolen. Luka didn't think it was anyone from the Empire. So who was it? She said to look deep below Gaia's Navel.

AT THE DWARF VILLAGE



When they reached the Dwarf Village, they visted Watts first, then stayed at the Inn to rest and record their adventures. Next, they spoke with Jema and the Elder.

"The thieves are below," said Jema.

"I'll go," said the boy.

ON THE THIEVES' SHIP

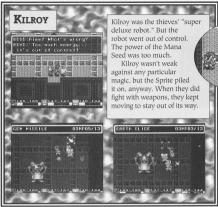


When they began to explore the thieves' ship, they found a weapon orb.



The Scorpion Army stole the Seed. Some army! A crackpot Boss and two sidekicks. But they make you fight their robot, Kilroy.







After defeating the robot, they used the Magic Rope to return to the surface. Time to return the Mana Seed to the Water Palace.

Sometimes, if the boy was knocked unconscious, the Girl or the Sprite would quickly become leader so they wouldn't be helpless.

At the Water Palace - Again





When they reached the Water Palace, the situation was worse than ever! Geshtar of the Empire had Luka, and he was demanding the Seed. What could the boy do? Not that it mattered. Geshtar could not be trusted. Either way, he would take the Seed and throw the boy and his friends to the Jabberwocky.







AFTER THE JABBERWOCKY







After they defeated the Jabberwocky, Jema appeared. He told the boy how to get to the Upper Land and gave him a weapon orb.

Luka told the boy to use his Mana Sword to restore the seal on the Water Seed. This restored his

power, too.













But Luka had more advice for the boy. She told him about Sage Joch, who lived in the Lofty Mountains. She also instructed him to visit all eight of the world's palaces and reactivate the Seeds.

The boy took their advice and rode the cannon to the Upper Land.



The Midge Mallet

Before leaving, they returned once more to the Dwarf Village, just

to say goodbye and to visit Watts. But the Elder had a surprise for them — the Midge Mallet. Using the Midge Mallet, they could reverse the effects of certain magic that made them small and weak. This was the beginning of a new and dangerous part of the boy's adventure. He traveled to a faraway land, where new dangers awaited him. He had a long road ahead, and this was but one step along the way. His companions, the Girl and the Sprite, stayed with him, though, and together they became a powerful team.

The Secret of Mara

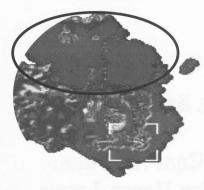
Chapter Four: The Upper Lands







THE UPPER LANDS





The Black Whip



The Spiky Suit

(33)

THE GREAT FOREST

They landed in the Great Forest, a magical place divided into seasons. Where the started out was in the winter area. Almost immediately, they found Watts and reforged some of their weapons.



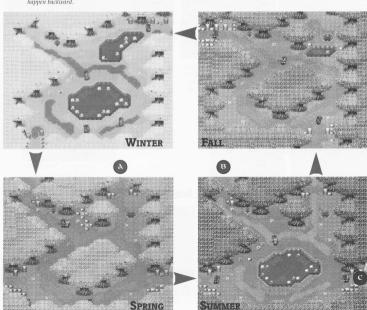
In the fall, they encountered the Nemesis Owls, who cast the Silence spell and made all their actions happen backward.



In the spring, they found Neko and purchased some items and recorded their adventures.



Watts had decided to travel. He was waiting for them in the winter.



TALK TO THE MOOGLES





The Moogles told the boy that Pebblers had taken over their village. They found the village in the northeast section of summer.

FIGHT THE PERBLERS





Earth Slide worked against the Pebblers, who liked to dig in the ground and fling small boulders at their enemies. Weapons worked, too. When the Moogles returned, Watts and Neko came with them. In the chest was a weapon orb, and the boy asked Watts to reforge some weapons. The Girl and the Sprite bought Ouill Caps from Neko.

TALK TO THE MOOGLES AGAIN



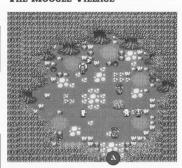


When the boy spoke with the Moogles, they repeated the Sprite's riddle. "Walk the seasons from spring to winter, spring again and we can enter . . What did it mean? The boy thought about it.



"We need to go to spring, and walk backward through summer, fall, and winter, then once again to spring! That's what they're saying!" And that is what they did.

THE MOOGLE VILLAGE





There was a Cannon Travel Center east of summer.

SOLVE THE RIDDLE





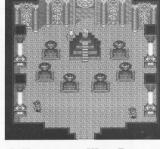
When they finished the circuit through the seasons, they heard a great sound to the east. When they investigated, they found a new path leading north. "Wasn't there a lake here before?" asked the boy.

"This leads to my village," answered the Sprite,

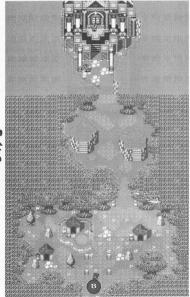
ENTER THE SPRITE'S VILLAGE

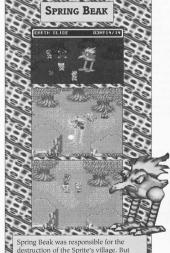
When they entered its village, the Sprite was dismayed. The village was in ruins. What could have caused this? They went north along the path and found out . . .





SPRITE'S VILLAGE AND WIND PALACE





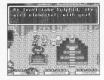
Spring Beak was responsible for the destruction of the Sprite's village. But now the Sprite could get revenge. Three quick Earth Slides destroyed Spring Beak. When the creature was gone, the travelers headed north, to the palace.

2000



LEARN THE MAGIC OF WIND









north of the Sprite's village, they met Grandpa, the old man who kept the palace. But the Empire's men had already been there. and the seal was undone.

The old man summoned Sylphid, the Wind elemental, and gave the Girl and the Sprite the Sylphid's magic powers.





One spell the Girl could cast was called Analyzer. The old man told them to use Analyzer on the orbs to find out what magic would open them up.

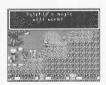
Then Grandpa told them about a legendary white dragon that lived in a cave north of Matango.

Before he left, the boy sealed the Mana Seed with his sword.



USING ANALYZER ON THE ORB







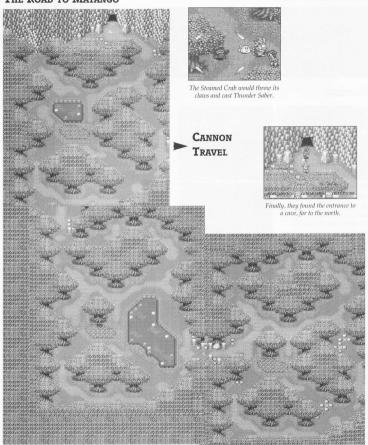
They traveled west of spring until they reached the orb that blocked the path. Casting Analyzer magic told them to use the Sylphid magic. The Sprite tried Air Blast, and the orb disappeared, opening the way onward.



In the area west of spring, they encountered new enemies, like the well-defended Crawler and tough Water Thugs.

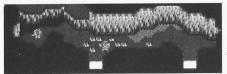


THE ROAD TO MATANGO



The Secret of Mana

THE MATANGO CAVE



MATANGO





When they got through the cave, they were in Matango, a place where friendly mushroom folk lived. Their first stop was the Shop, where they bought new armor and more Faerie Walnuts.







CHARGING UP



Before they went in search of the white dragon, the three adventurers practiced their magic and weapon skills until they were as high as they could get . . . for now.

The cave was the lair of a Kimono Bird, who summoned Pebblers and told them to attack. The boy used Watts's Axe to bash through the stalagnites and make a path.

and make a path.
They hurried
through the cave
before the Kimono
Bird decided to
cast a Thunderbolt
spell.





KING TRUFFLE

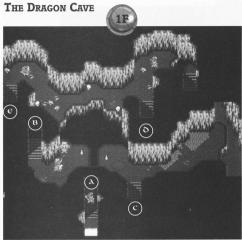




King Truffle instantly recognized the boy as the knight of legend. He told them the ancient prophecy. He also told them of a white dragon seen recently in battle with a great serpent. Finally, he offered the boy a treasure, kept upstairs in a chest. It was a weapon orb. The boy took the orb to Watts, who was waiting





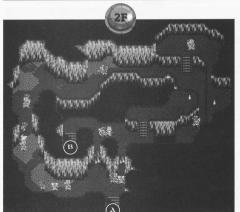


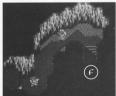


The caves were infested with Kimono Birds and Nemesis Owls who cast the Silence spell and confused the boy.



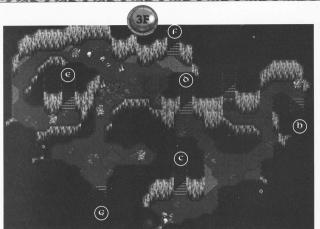
They had to use the Whip to get across some of the gaps.





When the found the orb, they used Analyzer. They found that Earth Slide worked on the orb.

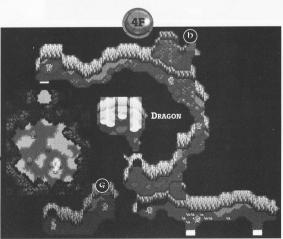






The Kimono Bird sometimes cast Thunderbolt spells.







106/234 11/19/187 18/18/2/182

The Great Viper could have done a lot of damage to the boy and his friends, but the Sprite piled on the Thunderbolt spell, Level 3, and the serpent was quickly destroyed.

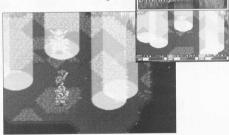
Sometimes, the boy received more than one weapon orb after defeating a boss monster or opening a chest. But there was no way to predict this.

Also, whenever Watts reforged a weapon, the boy and his companions would practice with that weapon until they had mastered its increased capabilities. By charging up their energy in a weapon, they came to master some devastating attacks.

THE BABY DRAGON



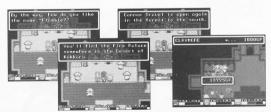
When they got past the Great Viper, they found the entrance to the dragon's lair.



Expecting a great white dragon, they were surprised when all they found was a baby.

BACK IN MATANGO

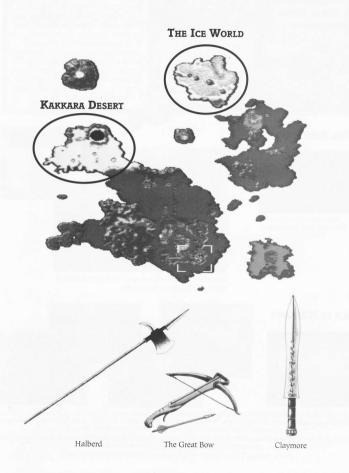




King Truffle helped them take the baby dragon back to Matango where he agreed to take care of it until it grew up. He named it, "Flammic."
The king was in a talkative mood. He suggested that the boy's next destination should be the Fire Palace in the Kakkara Desert. There was a
Camon Travel Center in the area south of Matango, and the boy decided to look for it.

Before they left, the three travelers paid a visit to Watts to see what weapons they could reforge, then they visited the Shop to replenish supplies, and finally the Inn to rest and record their adventures so far.

Finally, they headed for the Cannon Travel Center and booked passage for Kakkara Desert.



The Secret of Mara

Chapter Five: Fire & Ice







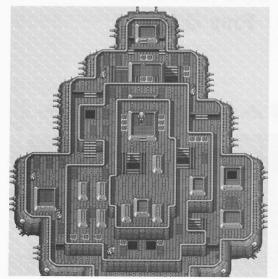
THE KAKKARA DESERT





Once again, they endured a high-flying ride by cannon, landing in the middle of a dry, sandy, empty desert. Well, not exactly empty. There were a few enemies around to greet them, like Sand Stingers, Spider Legs, and Mad Mallards. The Spider Legs hid in their holes, which were slippery, and the boy and his friends had to fight not to slip into the holes. They eventually found that the best way to fight the Spider Legs was with spells, but that they could avoid them altogether if they stayed clear of the sand traps they created.

THE SAND SHIP





When all seemed lost, they spotted a sand ship. Salvation? Or trouble?



Mistaken for Imperial spies at first, they were later Shanghaied and forced to work on the ship.



THE ESCAPE









The boy was taken to the engine room where he met Sergo, the pirate. At first he didn't trust Sergo, but later, he talked to him again and the pirate helped him escape.



FINDING THE SPRITE



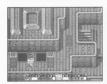


The boy was alone for the first time in quite a while. He missed his friends. So he started to

search the ship, eventually finding a stairway that led below decks. There, he found the Sprite. Sprites are different from humans,

and can put away a prodigious amount of food. So the Sprite had eaten all the ship's food supply. The cooks were only too happy to let the Sprite go with the boy.

FINDING THE GIRL



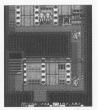


Together, the boy and the Sprite searched for the Girl. At the bottom of the ship, on the middle deck, they found a doorveay leading north. It led inside the ship where they found a stairway and a door guarded by two soldiers.

The stairway led to a soldier who offered to record their adventure. Nice of him. Then the Sprite tricked the two guards, and they entered the doorway where they found the Girl and Morie, General Meria's second-in-command.







The Girl was held captive in the room at the top. The stairway led to the upper deck.

THE EMPIRE STRIKES





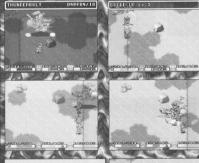


General Meria seemed about to let the boy and his friends go free, but Morie, who lad a mean streak, stopped him. Then, just as the general was calling for the guards, the Empire struck. Now Morie wanted to surrender, but the general wanted to fight. The soldiers sided with Morie, so there was no battle.



Geshtar was surprised to see the boy here on this ship of thieves, but he decided to challenge him to hattle.

GESHTAR: THE MECH RIDER



Geshtar hopped on his Mechcycle and attacked. He cast spells and charged forward, running over the boy and his friends. But the Sprite used Thunderbolt magic on the Mech Rider and the boy attacked with his weapons. Soon the Mech Rider was scrap metal.



BACK IN THE DESERT

Geshtar was a sore loser. He took the ship and left everyone stranded in the desert.





General Meria turned out to be a good guy, after all. He was a friend of Jema's and offered his helv.

When they had talked to all the soldiers, the boy and his friends decided it was time to get going.



KAKKARA VILLAGE









They found their way to the village of Kakkara in the north of the desert. They asked about the Fire Palace, but the news wasn't good. The Fire elemental, Salamando, was missing. Putting two and two together, the boy guessed that there might be a connection between Salamando's

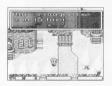


disappearance and the "warm" village in the Ice Country. He decided they should visit the Ice Country, but first, they visited the Shop, where they found some excellent new armor, and then they rested at the Inn. When they were ready, they found the Cannon Travel Center to the east of the village and booked passage to the Ice Country.

THE ICE COUNTRY









After another stratospheric flight, they landed in a frozen wasteland. This was the Ice Country. The boy said, "Brr. Let's find somewhere warm!" So they headed out, fighting off the Howlers, wolves that charged at them when they let down their guard, or cast the Slow Down spell. Eventually, they



found Todo Village to the west. The people in Todo were friendly creatures who told them about a paradise hidden in the Crystal Forest. They also spoke of a strange old man out in the Ice Forest.



THE REINDEER





They headed west from Todo Village, eventually coming upon a small settlement in the middle of the Ice Forest. A reindeer and a snowman greeted them. Actually, the reindeer spoke to them. The snowman said nothing.

The reindeer told them its master had disappeared, and, in the Ice Palace, only a monster held court. Inside the small dwelling, they found a weapon orb in a chest. It seemed all right to take it.

Finally, they headed out, going south and assuring the reindeer that they would look for its master.





THE HIDDEN PARADISE



Directly south of the reindeer's home was a Cannon Travel Center.



They couldn't hurt LA Funk. The best thing to do was to keep moving away from it before it started casting spells.

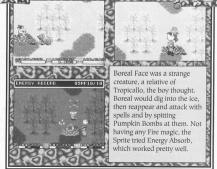






They met more enemies, like Shellblasts and Pebblers.

BOREAL FACE



THE HIDDEN PARADISE







Once they had passed the Cannon Travel Center, they wound their way through the icy wilderness until they found a path leading north. Suddenly the air was varm, like summer. They entered a beautiful, green village. The source of the heat seemed to be and is store set on a small hill. Two familiar-looking characters were standing around it. It was the Scorpion Armyl They weren't too smart, though. They left the stove in the boy's care and wandered off:

SALAMANDO







The boy opened the stove when he heard something moving inside it. And out popped a glowing being. It was Salamando, the Fire Elemental. Salamando was grateful for being released, and recognized the boy as the Mana Knight. So he gave his Fire magic to the Girl and the Sprite. Now they had four kinds of magic — Undine's Water magic, the Gnome's Earth magic, Sulphid's Wind magic, and Salamando's Fire magic.



When the Boss returned, he recognized the boy and his companions. He didn't know where the Fire Seed was, though. The Boys piped in that they had seen an old guy around when they captured Salamando. An old guy? Hmm.

"Maybe we should go back to Todo Village to rest and record our adventure," suggested the boy. The Sprite was all for continuing north from where they were.

What would you do? Keep going? Or go back first and save?

HEADING FOR THE ICE PALACE



To get to the Ice Palace, they headed north from the warm town. On the way, they found Neko. His shop was in a hidden canyon, north of the forest. Neko offered to record their adventures.

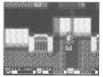


THE ICE PALACE

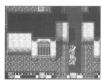


Various enemies were waiting at the entrance to the Ice Palace.

ON THE FIRST FLOOR . . .



When they walked up to the switch in the floor, two huge walls slid open. But when they tried to walk through them, the walls closed before they could get by.



So they walked around to the right and found a switch that opened the way to a stairway leading

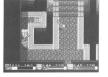


to the second floor.

They returned to the room with the two doors and tried the left-hand

path. The floor switch on this side was guarded by Blue Drops, and a Shellblast guarded the stairs.



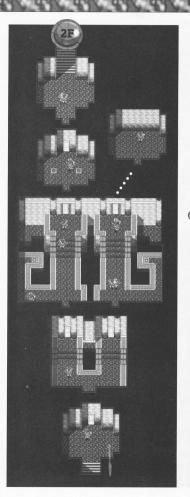


They ran quickly through the door at the top of the stairs. This led to another small room with no exit. But they found some floor switches, and when they stepped on the switches, a hidden door appeared.

ON THE SECOND FLOOR . . .

They came to a room with two doorways. They tried the doorway on the right first and came to a short path that ended with a floor switch. Triggering the switch opened a bridge to a stairway nearby. They found a chest containing a weapon orb.

It was guarded by two Specters.



ON THE THIRD FLOOR . . .







They were in a great library, but the bookshelves blocked the way in strange places. They had to fight the flying Mystic Books, but eventually they came to a couple of switches. When they stepped on the switches, the floor gave way, and they

dropped into the Tonpole nest.

TONPOLE & BITING LIZARD



"Hey! These are just like the Tonpole at the Water Palace," yelled the Sprite. The boy was too busy to answer, though. Tonpoles turned into Biting Lizards after a while, and the boy figured it would be easier to fight one at a time, so he told his friends to attack just one Tonpole at a time, then they finished it off when it turned into a Biting Lizard. They used Salamando magic and well-charged weapons to defeat the creatures.

STILL ON THE THIRD FLOOR



After defeating the Tonpoles, they found a doorway leading north from the library.



They fought their way past the Blue Drops, and the boy used the Whip to get across the gaps



When they stepped on the strange symbol in the floor, they were transported to another place.

FROST GIGAS



A loud voice demanded that they leave. When they refused . .



... the Frost Gigas appeared.



The Frost Gigas was a giant who cast Water magic and

sometimes turned into ice crystals. He could only be attacked successfully when he was whole, though. The Sprite used Salamando's magic on the Frost Gigas.

Strangely, the Frost Gigas sometimes cast the Ice Saber magic on the weapons of the boy and his friends. As usual, the Sprite's magic was very effective, and soon the Frost Gigas was defeated.

SANTA CLAUS



When the Frost Gigas had gone, a familiar-looking man took his place. The reindeer called him "Master."



Santa explained what had happened to him.



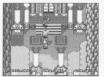
He had wanted to create a great, magical Christmas tree, but using the Mana Seed the wrong way was what caused him to become a monster. He gave the Fire Seed to the boy.





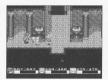
THE FIRE PALACE

Back in Todo Village, they found Watts in one of the buildings and reforged some weapons. They found the Ice Forest was a good place to practice their magic and their weapon skills until they were at their most advanced level. Soon, they were ready for the next challenge.



They returned to Kakkara via the Cannon Travel Center south of Santa's outpost. After visiting the village to replenish supplies and record their adventures, the boy and his friends set out onto the desert in search of the Fire Palace. They knew they must return the Fire Seed to its rightful place. Dodging around the Spider Legs and the Mad Mallards' Pumpkin Bombs, they eventually found the entrance off to the northwest of the desert.

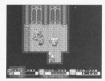
The entrance to the Fire Palace was treacherous. Sand Stingers, Spider Legs, and other enemies awaited them, but they fought their way into the palace and began to explore.



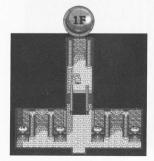
It was not in the Fire Palace. The boy thought they should look for the source of the heat. In the first room, they turned west and went through an archway.

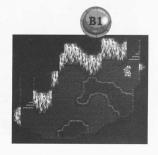


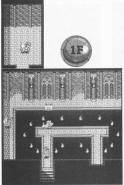
Down under the palace, it was so hot, they were nearly blinded. But the Sprite had sharp eyes and she spotted an orb of the kind they had seen before. She cast Exploder on it and the ownessive heat dissipated.

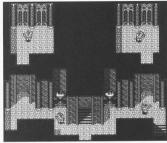


They climbed the stairs to the east and were attacked by some Red Drops. The Red Drops were hard to destroy; they kept multiplying. The boy retreated to an empty room to the north. There, they fought the Red Drops, eventually getting past them.

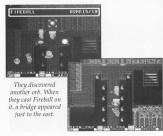


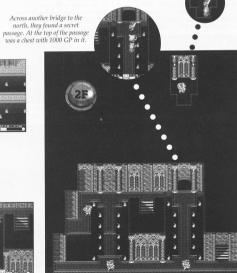


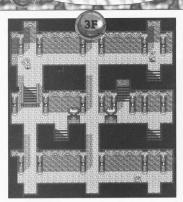


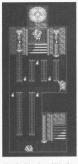
















After finding the gold in the secret passage, they found a stairway to the east. It led to a large area

broken by halltonys, large torches, and several stairvours. Strange cloud-like creatures were attracted to the boy and his friends. They were called Funks. But the Funks cast spells against them if they stayed in one place too long. So they kept moving, Eventually, they found a stairway that led to another series of dark, very narrow passages, some blocked with jets of flame. They climbed through the narrow gaps and found another clost with a weapon or bin it. Then they returned the way they had come.



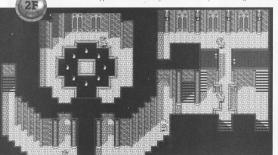


They found another stairway just southeast of the first. This one led them to a large area filled with enemies. They fought their way forward, eventually coming to another stairway leading back downstairs. To the west was a raised





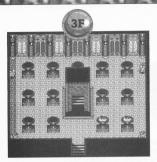
platform. It was well-defended by Robin Foots, but in the middle was a floor switch. When the boy stepped on the switch, they heard the sound of stone moving somewhere.





They found another stairway east of the foot switch. Then they used the Whip to get across a gap.





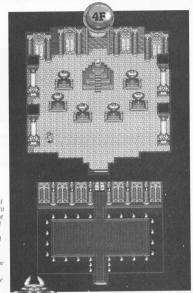




The room was full of unlit torches, but when they stood on the floor switch, they all lit up. A crystal orb appeared at

the same time, and the Girl cast Analyzer on it. The Sprite tried the Freeze spell on it and all but two of the torches went out again.

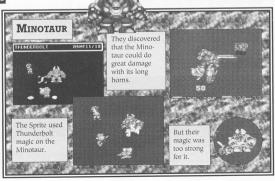
"What happened?" asked the boy. "Let's go see," answered the Sprite.





When they stood between the two lit torches a strange thing happened. A new stairway came out of the ground.





THE FOURTH MANA SEED







When the boy saw the Mana Seed, he went immediately up the small stairway and held the Mana Sword up to it. Once again, he felt the Mana power passing through him.

"I can feel the new energy," he said. "It's time to practice and reach a new level of magic." The others agreed, and they decided to return to the Ice World to practice and attain a new level of skill. They also visited Watts when they got there.

THE EMPIRE

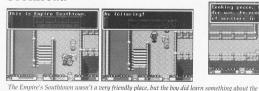


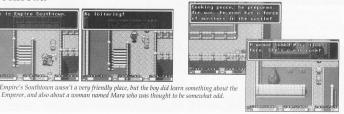




They returned to Kakkara and spoke to the people there. The boy thought it strange that the Prince should ask for something as strange as a Sea Hare's tail, but he thought little of the comment. However, he also learned that some people were moving to the Empire, and, when he checked with the Cannon Travel Center, it turned out that they had added a new route. So he and his companions decided, however dangerous it might be, to head for the Empire and see what they could find out.

SOUTHTOWN



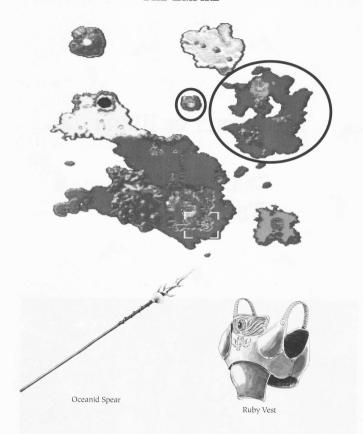


The Secret of Mark

Chapter Six: The Empire



THE EMPIRE



STILL IN SOUTHTOWN



Before they explored further in Southtown, they found a shop and bought some new armor — the Ruby Vest and the Golem Ring for everyone, and the Quilted Hood for the Girl and the Sprite.





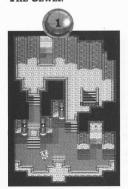


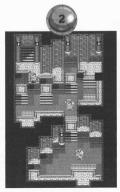


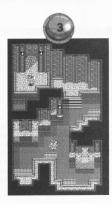
They discovered the woman, Mara, in a house to the west of the town. She recognized the boy as the Mana Knight when he mentioned Jema's name, and told him she wos really a Tasnican spy. She told him how to get to Northtown. But the way to Northtown was through the sewers, and the guard wouldn't let anyone in without a secret number. Mara told the boy the number. They thanked her and left.

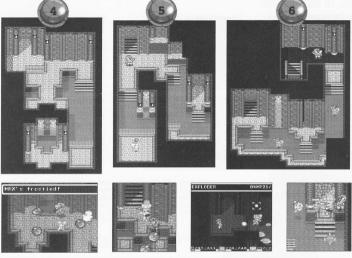
Later, at the entrance to the sewer, they gave the correct number to the guard and he let them pass.

THE SEWER









In the sewers, they had to fight Blue Drops and Dinofish. The Dinofish shot missiles at them and often tried to surround them. But they kept moving and made it safely through to the other end of the passage where they found the Resistance headquarters.

RESISTANCE HEADQUARTERS



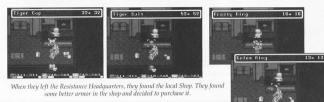




When they came out of the sewers, they met Krissie, the leader of the Resistance. Krissie didn't trust them at first. She thought they might be spies for the Empire. The boy convinced her that they were not, though. Krissie told them about someone named Dyluck who had been draining people's energy in the ruins east of town. This sounded familiar.

Then they spoke with others in the headquarters. The old man told them about Krissie's father, who had been the leader of the Resistance before his capture, and about the Emperor's lieutenants — Sheex, Geshtar, Fanha, and Thanatos.

EXPLORING NORTHTOWN





They found Northtown Inn and were about to stay and record their adventures, when they discovered a small stairway leading to the basement. They found Watts in the basement and he reforged some of their weapons.

The Sprite had a premonition. It said, "I think we'll find much, much better armor in another city very soon. It will be very expensive, but very strong."

But the boy answered, "Maybe so, but this is better than what we've got. I think we should buy the best we can get for now and worry about the future when it comes." The Girl agreed, so they purchased and equipped the new armor in Northtown.





When they were all rested and equipped, they went to find out more about the ruins to the east. When they learned about Gold City, the Sprite nodded its head.

Then they met a little girl who mentioned the name Phanna, and the Girl felt a chill when she thought about her friend. "We've got to do something," she said.

"What are we waiting for?" asked the Sprite.

They headed for the ruins.



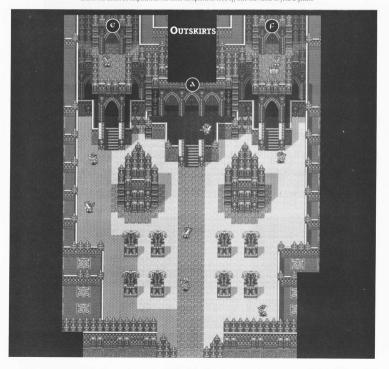
THE EMPIRE RUINS

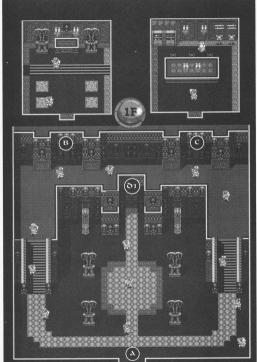






They headed up the road to the ruins. When they got to the outskirts, they met Phanna, who seemed to be living in a dream world. She thought she was happy, but the Girl here she wasn't herself, Krissie came to take Phanna where she could be helped, and the three companions took off into the ruins to find Duluck.







They didn't find much of interest in the lower doorways.



So they went up the western stairs.



They tried the first door they found.



Sometimes they fought. Here they fought the Imp and its bat friends.



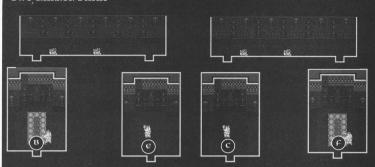


Sometimes they ran past their enemies. Eventually, they found a weapon orb hidden in a chest.

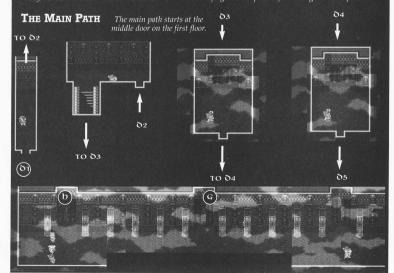
They found another weapon orb when they tried the eastern door. Then they returned to the original room and entered the middle doorway downstairs.

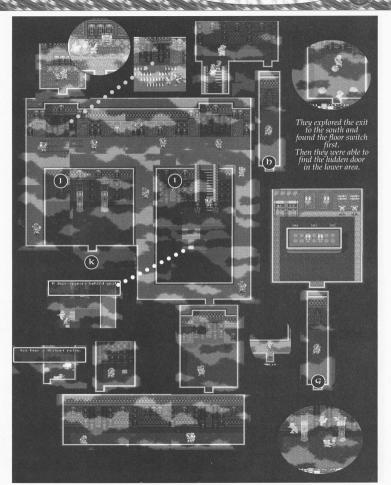


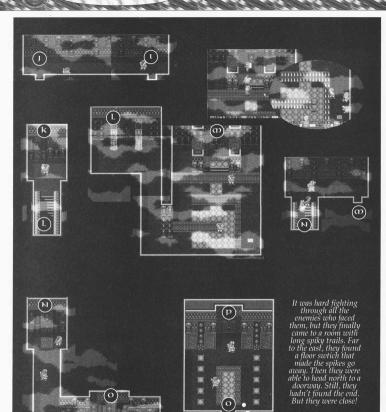
Two Mirror Paths



Both paths led to weapon orbs from the upper eastern and western doorways. With two new weapon orbs, the boy decided to return to Northtown and ask Watts to reforge his weapons before taking the main path.



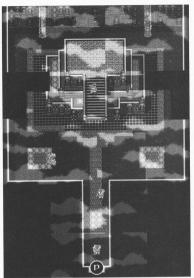






They entered a large room, but their way was blocked by a great wall. It was Doom's Wall, and they would have to destroy it to go onward.







DYLUCK







After defeating Doom's Wall, they continued through the door to the north. They had no idea what they would find, but they eventually came upon Dyluck. The Girl was happy — at first. But Dyluck was under Thanatos' control, and he drained the Girl, then told the boy and the Sprite to go through the door at the back of the great hall.





THANATOS

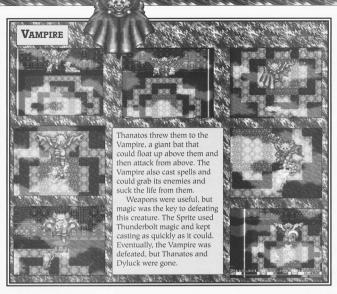






Thanatos wants to make the boy and the Sprite watch as he takes control of the Girl, but Dyluck somehow resists his master and sends her some life energy. Thanatos is angry and sends the boy and his friends to meet his Vampire.





BACK TO NORTHTOWN



The Vampire was defeated, but there was no sign of Dyluck.



It seems the Emperor is interested in peace, after all.



They returned to town and visited Watts to reforge their weapons.



But can he be trusted?



Krissie has heard from the Emperor. It seems he wants to talk.

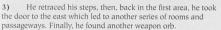


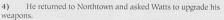
Krissie and her friends have gone ahead. Time to check out the castle.

Here's how the Mana Knight explored the Empire Ruins:



- 1) He met Phanna in the outskirts of the Ruins, then continued north into the first area.
- 2) He went up the western stainway, then in the first door he came to. This door led to a series of rooms and passageways. Eventually, he found a chest with a weapon orb inside.





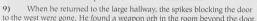
5) Back in the Ruins, he stayed on the lower floor and went in the central doorway.

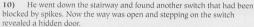
6) He followed a series of passages until he reached a long hallway with three doors leading north (including the one he had come from). He went all the way to the western door and entered.



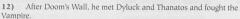
7) He came to a great hallway with two rooms at lower levels. To the west was a door, but it was blocked by sharp spikes he couldn't pass. So he explored some more and found a doorway leading south.

8) Eventually, he came to a small room guarded by Drops. Here, he found a floor switch.

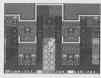












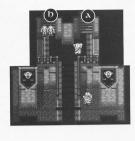






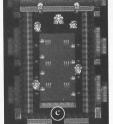
THE EMPEROR'S CASTLE





THE TRAP







When they arrived at the castle, they expected to see a large meeting, but there was nobody around. Only the Emperor, who sprung a trap and sent them to jail.

THE EMPEROR'S JAIL

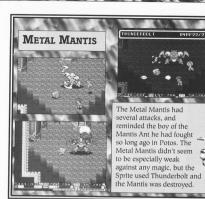






In jail, they were reunited with Krissie and her friends. Krissie was very angry about the Emperor's betrayal. Then the guards came and forced the boy and his friends over a ledge where they fell into the lair of the Metal Mantis.



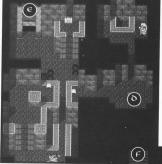




When they had defeated the Metal Mantis, they stepped on a switch in the floor and found themselves in a damp basement.



The High Steppers helped them over the walls.





The Emberman was a strange enemy. It would melt into and out of the floor.

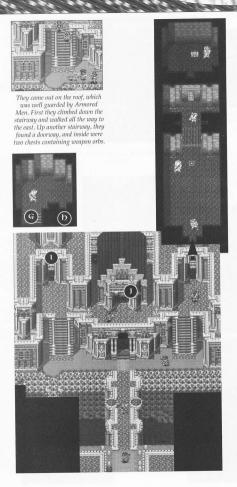




They found 1000 GP in a chest near the exit.



After the Emberman room, they found themselves once again in the jail. But this time, they were outside the cell! The boy stepped on a switch and released the Resistance members.





When they had gotten the weapon orbs, they climbed down again and walked in the main entrance to the castle.



This time there were no guards in front of the western stairway, so they went that way.



They were back on the rooftops again. The only way out was through some double doors.



The double doors led to a banquet room. They found a switch at the back of the room.

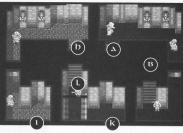




In the back of the banquet room was a switch that opened a secret door.



This room led to where they first met the Emperor.



The boy's path crisscrossed through this room as different passages led him here.



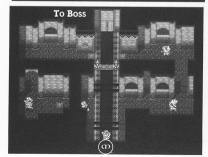




The strange tiles in the floor wouldn't let them pass, but the ones to the east teleported them to another place.









The boy noticed a strange stud on the wall. He whacked it with his sword. Nothing much happened, but now they could pass.

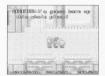
They walked up to the north and through the double doors.



The Emperor never expected to see the Mana Knight again. He was convinced that the boy was a worthy adversary.



Then Geshtar asked to avenge himself for his previous defeat.







GESHTAR / MECH RIDER 2



Geshtar hadn't changed much since the last time he had challenged the Mana Knight. He still rode his Mech Rider back and forth, this time on the roof of the castle. The Sprite used Thunderbolt magic on him and it was pretty effective. The bow and the Girl waited

until he stopped, then hit him with well-charged attacks.

Why not try your Slow Down magic?"asked the boy. "He moves too fast."

But the Sprite said, "I think the Thunderbolt will take care of him before he becomes too much of a problem."

TRUFFLE TO THE RESCUE

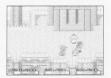


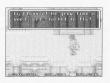
Geshtar was a sore loser. He vowed to destroy the whole castle when he was defeated. But, from nowhere, King

And how did he get there? He flew there on Flammie, now a grown-up dragon! He gives the boy the Flammie Drum, a toy that will call Flammie any time. And then its time to take off!

Truffle arrived.









FLAMMIE



The white dragon streaked down when the boy used the rattle. It gathered them up and rose quickly into the air.



The boy and the dragon were linked in a special way, and the dragon would follow the boy's directions. They headed for Matango.

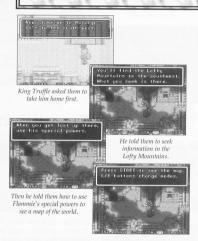


When they found Matango, the boy told Flammie to drop slowly to the ground.

FLYING LESSONS

CONTROLLING FLAMMIE

Use the B button to go higher.
Use the A button to go lower.
The Control Pad moves Flammie in all directions.





When they had said goodbye to King Truffle, they called Flammie, and left Matango.



1	potos village
2	DANDORA

- GAIA'S NAVEL
- the great forest
- MATANGO
- kakkara desert
- the ice world
- SOUTHTOWN
- NORTHTOWN

- gold isle 10
- the Lofty mountains 11
- mandala 12
- TASNICA 13
- MOON PORTAL 14
- The GRAND PALACE 15
- the pure Land 16
- SEA BARE ISLAND 17



The Secret of Mara

Chapter Seven: The Dark and the Light





THE LOFTY MOUNTAINS





 \mathbf{I} hev flew southwest, as King Truffle had told them to do, over the land and the water, until they came to the area called the Lofty Mountains. They found a small village — just a patch of green among the peaks, and they landed there.

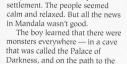
MANDALA











They landed in a small, peaceful





The boy also visited the temple north of the village, but the monk there told him Sage Joch would not see him unless he showed the will to overcome himself. But what did that mean?

peak where someone named Sage



INSIDE THE TEMPLE

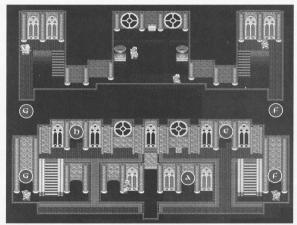
They found seven strange devices called Vecdios inside the Temple, but some were broken, and the others seemed to contain historical recordings, but none of it made sense to the boy or his friends.



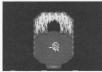


After visiting the Temple, they shopped and rested. The items they found in Mandala were powerful, but expensive — like the loy Amulet, the Magical Armor, and the Circlet. Once again, the Sprite said they might wait for better armor up ahead. "I see a golden shop," it said, I finally, when they were ready, they left town to the south and soon found the entrance to the Palace of Darkness.

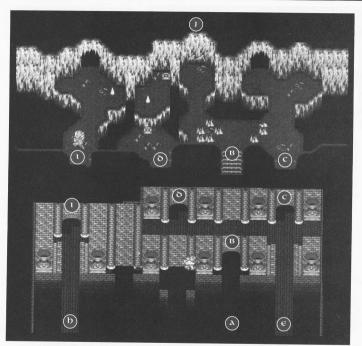
THE PALACE OF DARKNESS



In the small cave, they fought a Fierce Head. It was an evillooking creature, but they were stronger. They continued north, into the Palace itself.

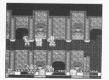


In the Palace, the Dark Knights cast Wall spells to protect them from magic. But the Wall spells didn't protect them from weapons, and that was all the three adventurers needed to defeat them.

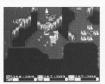






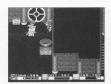


There were three paths at first, but the central one was blocked by an iron gate, and the eastern path led to a dead end. So they went through the western archavay and emerged in a strange room full of multi-level walkways. They hurried along the walkway they were on and eventually climbed a stone stairway which led to a cavern. The boy used his Axe to cut through the stalagmites that blocked the way while they were attacked by Emberman creatures. They found an exit to the east. It led south, and that's the way they went. Next, they went west and back into the cave through another archave.





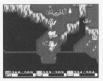
They found a switch that made a whip post appear nearby, but they couldn't get to it. 'Maybe it'll come in handy later,'' said the Gri'. So they went back through the archivany south and went south again, finding themselves on a high balcomy above the first room they had visited. They found a floor switch to the west and stepped on it. They have heard the eath corne below.



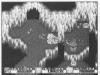
To the east they found a stairway going down. An arch led north through a long passage. They found a chest with 1000 GP in it, but there were also many Dark Knights and a Fierce Head.



They came out of the tunnel and discovered two more archways. The lower one led to a dead end, so they went up the stairs and through the upper arch.



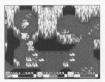
They hurried past the Dark Ninja who blocked the way, then found themselves in the cave again. Another entrance to the north revealed nothing useful — just more enemies.



To the north was a cave with nothing useful inside. So they fought off the Emberman creatures and used the Whip to get across the gap. They could see a floor switch cut into the stone.



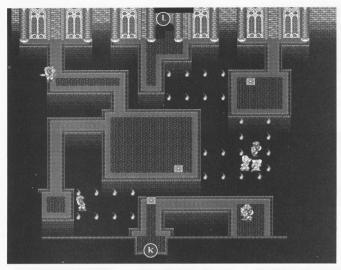
When they stepped on the switch, a new cave entrance appeared to the northeast. But they couldn't get to it from there.

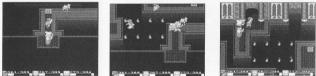


They had to go all the way back around to where they had started from to get to the new cave entrance. When they did, they used the Axe to cut the way to the west.



The cave entrance led to a long room full of Dark Ninjas. They continued through the room until they found an exit to the north.



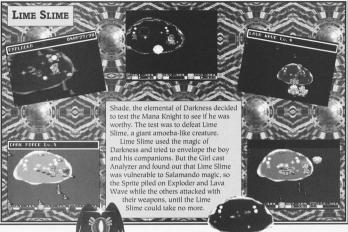


They came out on a narrow path. Below was only darkness. Immediately ahead of them was a floor switch. When the boy stepped on the switch, two rows of blue flames lit to the west.

The Sprite was the first to try walking over the invisible path. "What are you doing?" asked the boy.

"Don't you see it? It's a path," answered the Sprite.

So they walked safely between the flames, the black void beneath their feet. Every so often, they came to another switch, and each switch lit another invisible path until, finally, they reached another archway. This one led to the north.



SHADE



They passed the test, and Shade, the elemental of Darkness greeted them and introduced himself.





Shade offered his powers to the Mana Knight and his companions to help them in their quest.



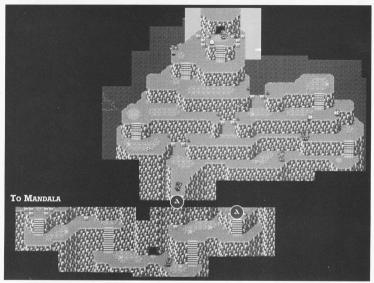
Then the boy approached the Mana Seed and sealed it with his sword.



With the power of the Seed of Darkness, the party's power had reached the fifth level. It was time to charge up their magic once again.

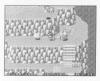


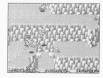
THE MOUNTAIN OF SAGE JOCH

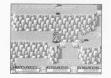




After visiting town, restocking and resting from their battles, the three friends set out to find Sage Joch at the top of his mountain. They encountered several new enemies, including the Bomb Bee, the Trap Flower (which cast Sleep Flower spells), and the Eggatrice (which could turn them to stone).









THE WORLD



gold isle

MANDALA
TASNICA
MOON PORTAL
THE GRAND PALACE
THE PURE LAND
SEA DARE ISLAND

The LOCTY COUNTAINS

1	potos VILLAGE	10	
2	pandora	11	
3	GAIA'S NAVEL	12	
4	the great corest	13	
5	MATANGO	14	
6	kakkara desert	15	
7	the ice world	16	
8	SOUTHTOWN	17	

NORTHTOWN

THE BOSSES

You'll meet a lot of mean monsters in The Secret of Mana. The following pages will tell you all about them. When you defeat them, you gain the number of experience points (EXP) and gold (GP) listed in the chart.



Mantis Ant

HP	150
MP	20
EXP	10
GP	100
Туре	Insect

Main Attacks: Gem Missile Weakness: None



Tropicallo

HP	315
MP	0
EXP	80
GP	132
Type	Plant
/1	

Main Attacks: Pumpkin Bombs Weakness: None



Brambler

HP	
MP	99
EXP	2
GP	24
Type	Plant

Main Attacks: Poison Weakness: None



Spiky Tiger

HP	520
MP	21
EXP	210
GP	288
Type	Animal

Main Attacks: Fire Bouquet Weakness: None



Tonpole

-IP	600
иΡ	0
EXP	50
3P	0
уре	Reptile

Main Attacks: None Weakness: None



Biting Lizard

HP	770
MP	6
EXP	210
GP	348
Туре	Reptile

Main Attacks: Tongue Attack Weakness: None



Fire Gigas

HP	850
MP	66
EXP	326
GP	360
Туре	Spirit

Main Attacks: Fire Magic Weakness: Freeze Magic



Kilroy

HP	900
MP	18
EXP	686
GP	650
Type	Machine

Main Attacks: Moogle Hammer Weakness: None



Wall Face

MP	99
EXP	2
GP	
Туре	Demon
/ 1	

Main Attacks: Freeze, Magic Absorb Weakness: Central Eye



Wall Face 1

HP	920
MP	99
EXP	580
GP	720
Туре	Demon

Main Attacks: Freeze, Magic Absorb Weakness: Earth Slide



Jabberwocky

HP	950
MP	90
EXP	800
GP	768
Туре	Reptile

Main Attacks: Acid Storm Weakness: Earth Slide



Spring BeakHP720
MP99

Main Attacks: Air Blast, Silence, Balloon, Thunderbolt Weakness: Earth Slide



Great Viper

HP	1330
MP	8
EXP	1410
GP	1056
Type	Reptile

Main Attacks: Diamond Missile **Weakness: Thunderbolt**



Boreal Face

HP	1100
MP	12
EXP	2245
GP	1040
Туре	Plant

Main Attacks: Gem Missile, Midge Attack Weakness: None (Energy Absorb)



Frost Gigas

HP	1140
MP	99
EXP	3045
GP	1200
Туре	Spirit

Main Attacks: Ice Saber, Acid Storm Weakness: Fire Magic



Mech Rider 1

HP	980
MP	18
EXP	1595
GP	1055
Type	Machine

Main Attacks: Speed Up, Missile Attack Weakness: None



Minotaur

HP	1200
MP	99
EXP	3348
GP	1440
Туре	Animal

Main Attacks: Protect, Earth Slide Weakness: Thunderbolt



Doom's Wall

НР	425
MP	99
EXP	1
GP	0
Туре	Demon

Main Attacks: Energy Absorb, Thunderbolt Weakness: Central Eye



Doom's Wall 1

HP	1180
MP	99
EXP	4750
GP	648
Туре	Demon

Main Attacks: Revivify Weakness: Earth Slide



Vampire

HP	2550
MP	99
EXP	5148
GP	696
Туре	Undead

Main Attacks: Energy Absorb, Freeze Weakness: Lumina (use Thunderbolt)



Metal Mantis

HP	1220
MP	40
EXP	4749
GP	1464
Туре	Machine

Main Attacks: Gem Missile, Lunar Boost, Fire Beam Weakness: Thunderbolt



Mech Rider 2

HP	1258
MP	30
EXP	6013
GP	1500
Туре	Machine

Main Attacks: Speed Up, Ultrasonics Weakness: None, (use Thunderbolt)



Lime Slime

HP	2888
MP	99
EXP	8000
GP	3000
Туре	Morph

Main Attacks: Dark Force Weakness: Fire Magic



Blue Spike

HP	198
MP	9
EXP	915
GP	384
Type	Anima

Main Attacks: Fire Bouquet, Fireball Weakness: Earth Slide



Gorgon Bull

HP	247
MP	9
EXP	975
GP	480
Type	Anima

Main Attacks: Protect, Earth Slide Weakness: Thunderbolt



Dark Stalker

HP	0
MP	0
EXP	0
GP	0
Type	0

Main Attacks: Dispel Magic, Acid Storm, Ice Saber Weakness: Lucent Beam



Doppelgangers

- opposition	5-10
HP	0
MP	0
EXP	0
GP	
Туре	0

Main Attacks: Acid Storm Weakness: Use weapons



Aegagropilon

HP	3016
MP	99
EXP	11050
GP	1800
Type	Plant

Main Attacks: Burst, Sleep Flower, Wall Weakness: Dispel Magic, Earth Slide. Thunderbolt



Hydra

HP	3382
MP	99
EXP	12439
GP	3600
Type	Reptile

Main Attacks: Acid Storm Weakness: Exploder



Kettle Kin

HP	1230
MP	33
EXP	15555
GP	3360
Type	Machine

Main Attacks: Lunar Boost, Lucid Barrier Weakness: None (use Dispel Magic & Magic Absorb)



Snap Dragon

	1215
	6
EXP	19200
GP	12480
Туре	Dragon

Main Attacks: Cure Water, Tongue Attack Weakness: Exploder



Hexas

HP	346
MP	6
EXP	2010
GP	1440
Type	Demo

Main Attacks: Dispel Magic, Fireball, Lava Wave, Gem Missile Weakness: Earth Slide



Mech Rider 3

HP	4327
	38
EXP	21104
GP	16000
	Machine

Main Attacks: Wall, Speed Up Weakness: None (use Dispel Magic & Magic Absorb, then attack with Thunderbolt or other magic



Dragon Worm

· HP	3525
MP	99
EXP	24290
GP	17460
Type	Dragon

Main Attacks: Exploder, Thunderbolt, Burst, Wall Weakness: Thunderbolt



Type......Dragon

Main Attacks: Freeze

Weakness: Fire Magic



Axe Beak

HP	280
MP	9
EXP	2778
GP	2040
Type	Bir

Main Attacks: Fire Magic Weakness: Freeze



Red Dragon

ALUGA A	1119111
HP	3000
MP	
EXP	29000
GP	21800
Type	

Main Attacks: Exploder Weakness: Freeze



Thunder Gigas

HP	4462
MP	99
EXP	30277
GP	30600
Type	Apparition

Main Attacks: Air Blast, Silence, Thunderbolt Weakness: Earth Slide



MP	99
EXP	31570
GP	28560
Туре	Dragor

Main Attacks: Thunderbolt, Weakness: Earth Slide



Buffy

HP	4200	
MP	99	
EXP	35686	
GP	22200	
Туре	Undead	

Main Attacks: Energy Absorb, Freeze, Dark Force, Wall Weakness: Lucent Beam



Dread Slime

1D	5000
	99
	37000
	26400
	Morph

Main Attacks: Gem Missile, Freeze, Wall, Lucent Beam Weakness: Dark Force



Dark Lich

HP	
MP	
EXP	
GP	ı
Type	

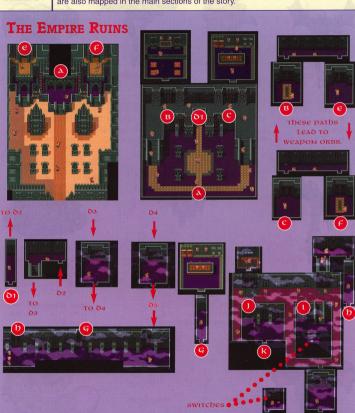
Mana Beast

НР	??
	??
EXP	??
GP	??
Type	??



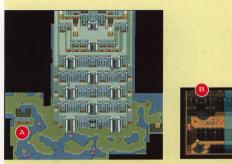


In the following pages you'll find some of the areas to explore. These same areas are also mapped in the main sections of the story.

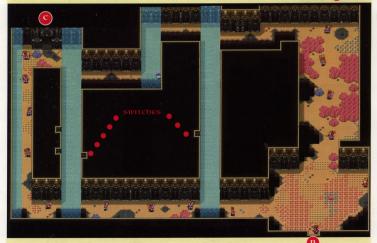


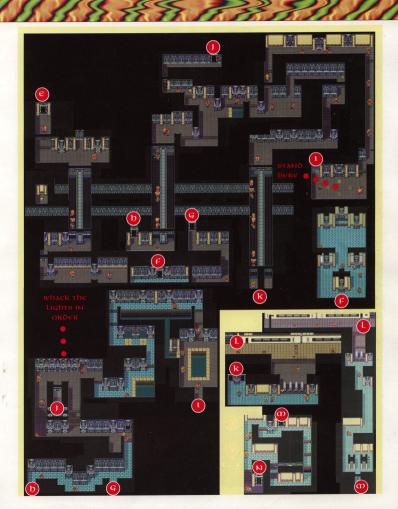


THE GRAND PALACE & THE UNDERGROUND CITY









INSIDE THE GRAND PALACE



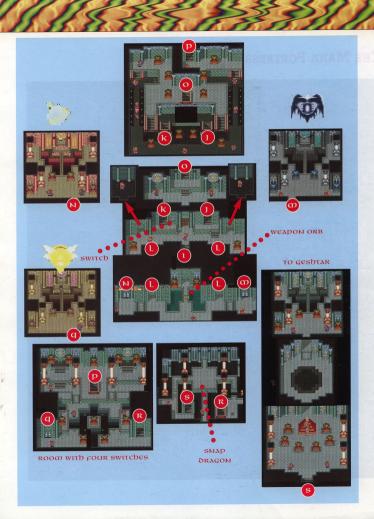




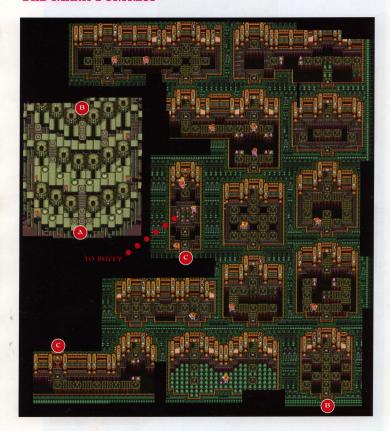




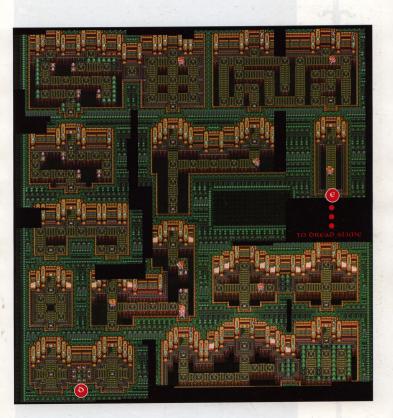


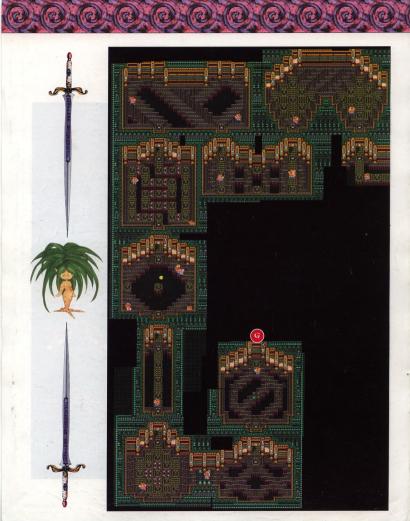


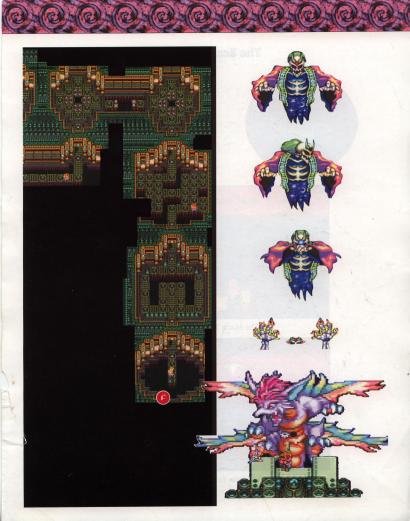
THE MANA FORTRESS











The Secret of Mana











The Mana Fortress



Undine



Gnome



Sylphid



Salamando



Shade



Lumina

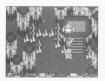


Lunar



Dryad

SAGE JOCH

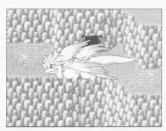






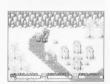
At the top of the mountain, they found only an unfriendly creature who yelled at them and told them to go away. It said that Sage Joch was gone to Gold Isle to the northeast. And that is all it would tell them.

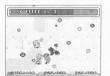




To get down off the mountain quickly, they called Flammie and took off. Then they landed again at the foot of the mountain, in front of the Cave of Darkness.

CHARGE TO LEVEL 5





MICIC SMILL DIETR	HEFFER SKILL . L
\$150 BOXONE	S: KINCINE
S. KHAMM	S: REYLFEID
÷5: KHEE	
CHECK THE MAGIC SKILLDIFFUL FLSH "FRIEKX" SUFILM IS SIZE THE COMPACT FACT, PLSM "FITTED	T. ENCOSE AN ELEVENTAL NYTH

Before heading for Gold Isle, they had Flammie take them back to Todo Village in the Ice Country. There, they practiced their new magic and brought their other skills up to their highest levels. They also visited Watts and refored some weapons.

The Sprite practiced piling on the magic. The Sprite had become so strong that it had to be careful not to waste its spells. For instance, sometimes it would cast several spells in a row without waiting for the last one to finish. The unfortunate victim of the Sprite's magic would not perish, but would continue to soak up the spell energy until it stopped. Then the creature would vanish with a full 999 force.



THE SEA HARE TAIL







As they were flying over the ocean, the Sprite, whose eyes were very sharp, spotted a small island out in the middle of nowhere.

"Hey! Let's land there!" it cried out.

So they guided Flammie onto the small atoll. There was a very small village there, but they had little to offer — except for Sea Hare tails.

"Hmm," the boy said. "That reminds me of something I heard in Kakkara."

They obtained a Sea Hare tail and flew back to the desert. When they gave the tail to Prince Amar, he used it to restore the water to the dry town. In gratitude, he handed the boy the Moogle Belt which, when used, would reverse the effects of Moogline.



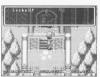
GOLD CITY



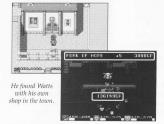
This city was truly paved with gold.

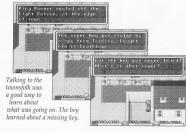


The people told the boy that the Golden Tower was off limits.



When he tried to enter, he found it was locked tight.





SHOPPING IN GOLD CITY

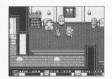






"This is the place to shop!" yelled the Sprite. They had to agree that the armor here was the best they had seen. It was also very expensive!

KING MANMON



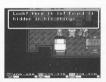
Hoping to find out something about the missing key, they visited King Manmon, but he was only obsessed with gold.



THE KEY TO THE TOWER





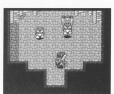


They found a man in Gold City who told them about a missing key. This made the boy start to think about the missing key. He stopped stopped suddenly and turned to his friends.

"I've got an idea," said the boy. "It was a Tasnican spy who last had the key. Right?" The others agreed.

"So, don't you remember the woman in Southtown?" he asked. "Her husband was a Tasnican spy. And she carries a little wooden box around. Let's go ask her."

THE GOLDEN TOWER



The Beast Zombies were guarding a chest that contained a weapon orb. They continued through a couple of doorways and up a stair. That's when they met Blue Spike.



After Blue Spike, they followed the tower upward until they met the Gorgon Bull.





LUMINA



After defeating the Gorgon Bull, they went up another stair and met Luming, the elemental of Light.





the was foreing no to take applied to govern chandle not the send by ontone but upon t

Lumina told them how King Manmon was selfishly using the Mana power to make gold. But the Mana power should be given to the Mana Knight.



The Girl and the Sprite received the Lumina magic.



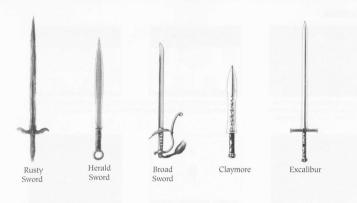


The boy sealed the Mana Seed and was bathed in Mana power.

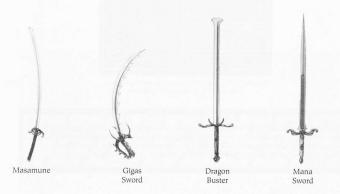


Now they had the power of six Mana Seeds, and it was time to bring their skills up to match the new power.

They returned to Gold City to rest and to shop. They also visited Watts and reforged their weapons. Then they decided to return to Todo Willage in the Ice World and practice their magic skills and their battle techniques until they were as strong as they could be. Finally, they returned to the mountain to find Sage Joch. They could think of nowhere else to go.

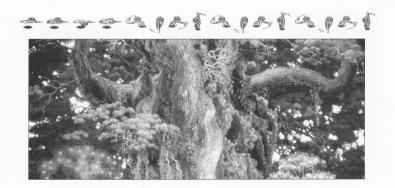


R fter gaining the Lumina magic, they returned to the mountain to see Sage Joch. They couldn't think of anywhere else to go.



The Secret of Mara

Chapter Eight: Moon & Mara



SAGE JOCH







They returned to the mountain to find Sage Joch. They had earned the magic of Light and Darkness. The reception they received was no better than before. This time Joch's disciple said he was at the Moon Palace which could be reached from somewhere in the Kakkara Desert. So they called Flammie and returned to the desert.

THE LIGHTHOUSE



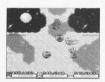




Out between Pandora and the Ice World, they found a very small island. From the air they could see the lighthouse, so they decided to pay a visit there. The caretaker, Pecard, told them about the sunken continent and the Mana Palace.

Passage to the Moon





Landing next to a great, black area, they found the Sea of Wonders out in the eastern part of the Kakkara Desert. Mad Mallards threw Pumpkin Bombs at them and cast Salamando magic. They fought their way through, and to the north they found Karon, the ferryman, who took them to the Moon Palace.





THE MOON PALACE



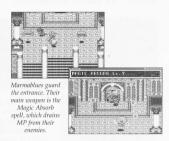


Karon's Ferry gets them there safely, and the Karon offers to wait for them.





The entrance to the Moon Palace leads to a completely dark room. Only a few flames give them a clue where they are.





More Marmablues were lurking in the darkness.





From the entrance, they headed west, then, after a while, they turned north. They found a crystal orb guarded by a Marmablue.







Casting Analyzer on the orb, they learned that the Lumina magic would work. The Girl tried Lucent Beam on the orb, and suddenly there was light, and they were in a normal palace room.

LUNA. THE MOON ELEMENTAL







Luna greeted the travelers and gave them his powers. Then the boy took his sword and sealed the Mana Seed. Now they had the power of seven of the eight seeds. Was their quest nearly completed?





Sage Joch — Back to the Mountain



Once again, they made their way back to the mountain to try to find Sage Joch. The climb was getting easier each time, but the result was the same. He was in Tasnica this time.



INCREASING MAGIC ABILITY

"Now that we have seven seeds, shouldn't we practice our magic to use all that power?" asked the Girl.

"It's getting harder and harder to increase my ability," the Sprite complained.

The boy looked worried. "But our task is going to get harder, I'm sure it will. Perhaps we should practice and increase our abilities with weapons and with spells."

"Then let's return to Todo Village. It's cold there, but it's a good place to practice.

TASNICA







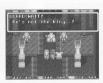
Tasnica was just southwest of the Sea of Wonders. When they landed, they began to search for someone who might know where Sage Joch was. As usual, they didn't find him, but they did find Jema.

















AFTER THE DARK STALKER





The real King of Tasnica recognized the boy as the real Mana Knight and gave him a weapon orb.





Jema urged the boy to continue his quest, and not to stop.





JEMA'S STORY



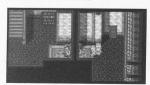
The guards told the boy about Jema and the hero Serin who was his friend





Jema spoke of true courage and warned the boy that the Empire was close to achieving its goal. He told him to find Sage Joch and learn true courage. As if the boy hadn't been trying all along!

SECRET PASSAGES





When he explored the Tasnican Castle, he found some secret passages. One led to a shopkeeper, but he didn't have anything better than what they had purchased in Gold City.

SAGE JOCH — THE TEST OF COURAGE











Finally they were able to meet Sage Joch, though they couldn't understand what he was saying. But Jehk translated. It was time for the test of courage. Joch cleared a path leading north.







THE PATH TO THE TEST

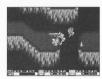
The path to the test was in terrible shape. There were so many monsters everywhere, and there were stalagmites to cut through, gaps to jump. Just getting to the test was test enough. They encountered Shape Shifters who gave them a lot of trouble, and tough Nitro Pumpkins as well.



THE PATH TO THE TEST



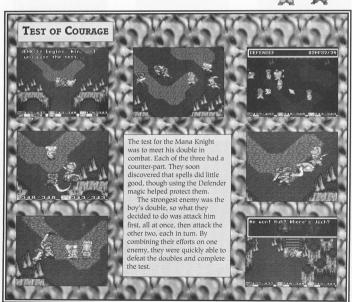




The path to the testing area was perilous. The boy used the Axe to cut through the stalagmites. Nitro Pumpkins, Shape Shifters, and Marmablues lay in ambush all along the way. These were terrible enemies who were not easily defeated. They fought their best against

them and continued. When they came to a fork in the path, they took the eastern path. Later, they used the Whip to get across the gap.





AFTER THE TEST OF COURAGE







The old man was nothing but an illusion. Jehk was Joch. Or Joch was Jehk. Whatever it was, they had been led on a merry chase by Sage Joch, but, strangely, they weren't angry. No doubt, the Sage had his reasons. Now that they had passed the test, Sage Joch told them to head for the Tree Palace above the coral ref.





THE TREE PALACE







They found the palace in the middle of the coral reef. But when they landed, they were instantly confronted by the Emperor and his lieutenants. The Emperor was gloating because he had broken all the palace seals and was about to raise the Mana Fortress.













It turned out that Sheex was the Dark Stalker, and he volunteered to try again. This time, he transformed himself into Aegagropilon.



Sheex decided to tell the boy about his contract with the underworld. It seems the Empire has some powerful, and evil, allies.





THE DRYAD







They ran toward the Mana Seed, trying to save the seal. Even as they realized that they were too late, a new creature appeared. It was Dryad, the Tree elemental.







Dryad told them about the sunken continent that was about to rise and told them they must leave.

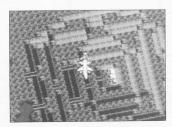






The Tree spirit was about to give up and go down with the Tree Palace, but the Sprite convinced him to join them. He agreed, even though his strongest magic had been sealed by Thanatos. The Dryad offered his magic to the Mana Knight.





Flammie carried them to safety, but they had to watch helplessly as the sunken continent rose.









Battle Axe









Golden Axe

Were-Buster

Gigas Axe

Great Axe

The Secret of Mara

Chapter Ajre: The Underground City





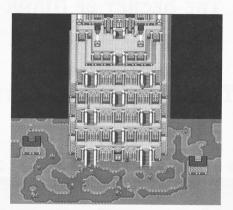
CHARGING THE DRYAD MAGIC



Even though they had visited all eight palaces and should have the power of all eight Mana Seeds, the seals had all been broken, and their power was not complete. Still, they went to the Ice World to practice and perfect the Dryad magic before going on with their quest.



THE GRAND PALACE





The new continent had risen, raising the Grand Palace.



Jema told them the bad news. The Mana Fortress had risen with the continent.



Jema had brought troops to help hold back the Empire . . .

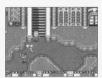






... but he asked the boy to find the Underground City and help catch up with the Emperor. Even though it wasn't fully powered yet, Jema knew that they would need the power of the Mana Sword.







They fought their way down the stairway, which was loaded with enemies. There were Dark Knights, Shape Shifters, and Metal Crawlers. Then, at the bottom, were Dinoish and Marnablues. They harried to catch up with the soliders, though, and didn't with a round to finish off every monster.

When they reached the bottom of the stairs, they had to wade through the shallow water of the moat to reach the entrance to the city. It was around the west side of the Palace.

THE UNDERGROUND CITY









The High Stepper got them over the wall.



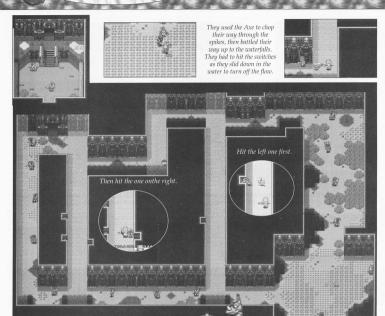
A torrent of water fell into the room, disappearing into a deep pit. They had to fight the Steelpion, a metal scorpion, before they could go on. Then the boy used the Axe to clear the way ahead, then they used the High Steepper to jump up a wall.

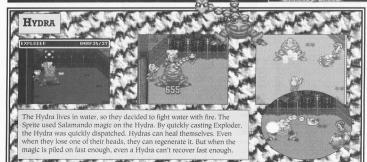
They spotted a chest to the east, so they forced their way through the waterfall to get to it. The water tried to force them down, but they pushed



up against it and crossed safely to the other side where the chest was. The chest contained a weapon orb, which they took, then they retraced their steps.

Finally, they exited through a grating leading north.





AFTER THE HVDRA







After defeating the Hydra, the Emperor appeared with his lieutenants. Fanha was all for attacking the boy, but the Emperor was feeling confident, with the Mana Fortress nearby.

SAVING THE GAME

"Maybe we should return to a town, and rest and record our adventure," suggested the boy. But the Girl and the Sprite disagreed.

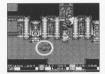
- "Let's keep going. I don't feel tired," the Girl told him.
- "Me either," the Sprite added.
- "Then we'll go on," the boy agreed



From the Hydra room, they went north, then down some stairs leading south. They had to fight the Kimono Wizard and the Metal Crawlers to get to the stairs.



They generally fought with weapons, but they did sometimes find spells worked more quickly.



The city paths were crawling with enemies (literally). They fought the Metal Crawlers, Steelpions, and Captain Ducks.

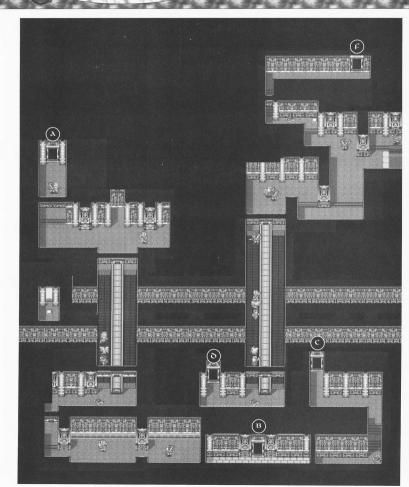


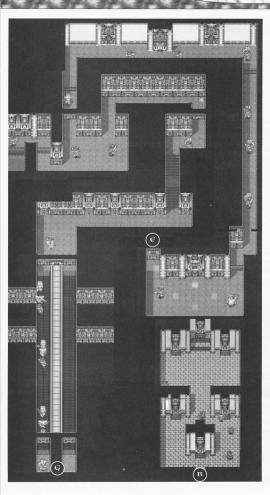
When they came to an escalator, they found a hidden passageway leading to the west. In a small room was a floor switch that controlled a force field down below.

USING THE WALL SPELL

The Girl used the Wall spell to protect them from the magic cast by their enemies. For instance, Captain Duck eould cast the Exploder magic, and it did a lot of damage. But when the Wall spell was active, the spell bounced back on Captain Duck and damaged him.







THE RESISTANCE HEADQUARTERS



They came to a hallway with a brick floor. To the north was a doorway that led to a secret Resistance headquarters.



Watts was there, and he reforged some weapons for them.



Krissie was also there. She gave them a healing boost so they could continue at full strength.



One of the soliders had a clue for them. It didn't mean much to the boy, but he decided to write it down for later.

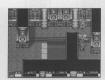


AFTER THE RESISTANCE HEADQUARTERS





After leaving the secret Resistance Headquarters, they continued until they came to another doorway. It led to another area with a tile floor. They had a choice of directions there, but chose to go to the west. Then they came to another escalator. At the top, they fought the Fierce Heads and headed east.



They passed a switch they couldn't reach. So they ran on to the east. Just past a small pool, they jumped off a short wall and kept going.







They passed a force field, but saw no way to open it. So they ran up to another hallway and continued to the east until they reached a switch in the floor. Another force field blocked the path leading south, so they retraced their steps and found the first force field was gone.



spells — Magic Absorb. Using Magic Absorb, the Sprite could keep its magic powers at full capacity all

he time.





The place was infested with Kimono Wizards and Dark Knights. They fought their way to a long hallway leading south. At the bottom was another force field. But when they stood in the middle of four light patches in the floor, the force field opened and they continued to the north.



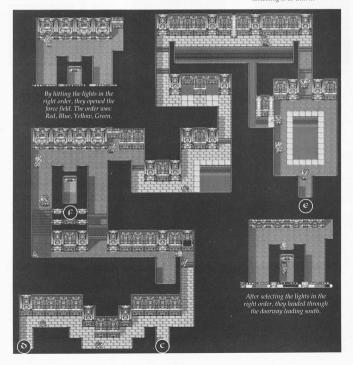
They came down a long hallway leading south, meeting Dark Knights at the bottom.



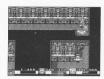
They thought they had seen the last of the Dark Stalker, but he was back and they had to fight him again.

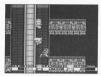


There was a doorway leading south, but it was protected by a force field. The boy thought the colored lights might have something to do with it.









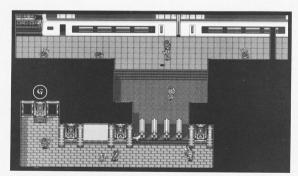
They had seen this switch before. The boy stepped on it before jumping off the wall. The Girl wanted to rejoin him and was able to use her jump attack to get back up to where the boy was. They continued to the east, eventually finding a passage leading south where there had been a force field before. A little later on, they came to another, very long secalation.







They came out into a subway station. More Dark Stalkers attacked them, often disappearing and reappearing somewhere else. They went through the turnstiles and found the entrance to the train to the rear of the last car.







The subway car was infested with Zombies, but they ran past the sluggish creatures before any of them could react. Eventually, they found an exit in the front of the train.



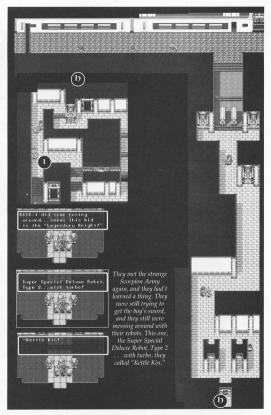
As they exited the subway, their way was blocked by Dark Stalkers and Mad Mallards. There was also a force field, but it turned itself off when they went through the covered turnstile to the right.



They had to jump down a series of walls, then climb back up a set of stairs, all the while fighting Dark Stalkers.

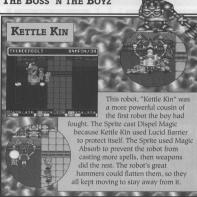


Finally, they came to an exit and headed north into it.



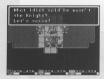








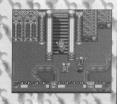
The boss and her sidekicks are pretty impressed with the way you handled the robot. They decide to leave you alone after all.



RETURN TO SAFETY



They finally reached the end of the Underground City, emerging on the other side of the Grand Palace. The trip through the city had been long and difficult, and they decided to call Flammie and return to a town to reforge some weapons, rest, and



BACK TO THE GRAND PALACE





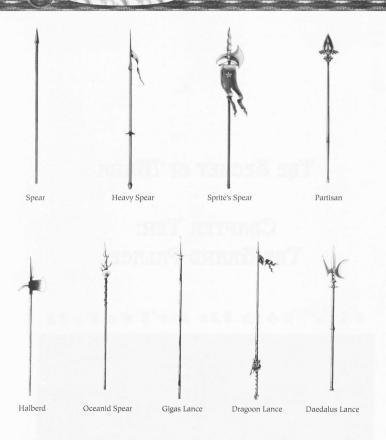
When they were ready, they came back to the Grand Palace and tried to enter through the main doors. But they could not go any further. So they climbed down the stairs and found an exit at the bottom on the southeastern corner of the castle.

The Secret of Mark

Chapter Ten: The Grand Palace

SE SESSIBLE FATAIS



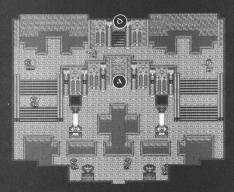


Inside the Grand Palace



When they walked in the bottom door to the Grand Palace, they heard a distant howling. Soon, they encountered the Heck Hounds themselves





THE FIRST ORB ROOMS



Fighting their way past the Heck Hounds and the Doom Sword, they headed up through the central arch.



Gremlins attacked with magic spells. The Wall spell was useful for protection. So also were distance weapons like the Bow, the Boomerang, and the Javelin.



They ran to the west and quickly ducked into a doorway leading north. Two Doom Swords guarded the path to an orb. They fought the swords.







When they approached the orb, they had to fight a mystic book called the National Scar. They cast Analyzer on the orb and discovered it was keyed to Gnome magic. The Sprite cast Earth Slide and the orb disappeared. They heard a sound off in the distance.





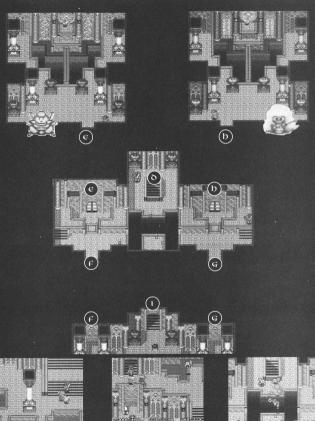


They exited the first orb room and headed to the east. Another doorway led to the north, and they entered it. Inside were more Doom Swords and another orb. This time Analyzer told them to use Undine's magic, so the Sprite cast the Freeze spell on the orb and it disappeared. Asain, they heard a sound in the distance.

AVOIDING CONFLICT

Afterward, they thought about it and realized that they could have cast the spells on the orbs in the rooms without ever fighting the Doom Swords or the National Scar. They simply could have walked to either edge of the room and avoided battle altogether. Of course, they wouldn't gain in skill that way.





After taking care of the Earth and - Water orbs, they returned to the original room and went up the stairs to the east.









When too many enemies were around, and they were casting spells, the Wall spell was a good way to protect them.



They found another orb room. This time it was the orb of Wind, and they cast Thunderbolt on it. Again. they heard a distant sound.

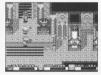


Next, they found a passage leading south.

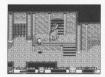




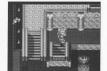
They walked to the east, up through a tunnel, and into another orb room. This



They went back through the tunnel to the south and then up the central passage they had passed before.



The gate blocked their way, but there was a stairway to the east. It led to a carpeted pathway, and then to another stairway.





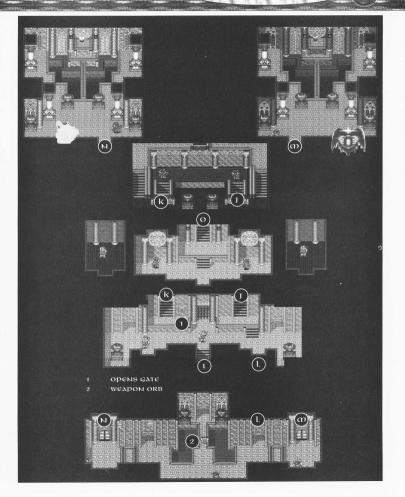
time, it was the orb of Fire, and they cast Exploder on it.

The stairway led to a narrow platform. The boy found a switch on the wall that opened the gate.



In the room where the gate had been, there was another exit leading south.







The boy found a chest containing a weapon orb in the room below.



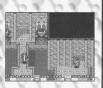
After getting the weapon orb from the chest, they found another room to the east.



Far to the west was the orb room of Light. The Girl cast Lucent Beam.

GAME NOTE:

Sometimes the Chest containing the weapon orb will disappear, or become a Doom Sword. Going in and out of the room can affect this. Be sure to collect the weapon orb when you first see the chest.





It was the orb room of Darkness. The Sprite cast Dark Force.



The Sprite used Magic Absorb to keep its magic power up.

RECORD THE

They thought about leaving the palace and recording their adventure, just in case. They could retrace their steps later.







They went through the arch where the gate had been, then walked around a long path until they found a stairway in the north part of the great room.

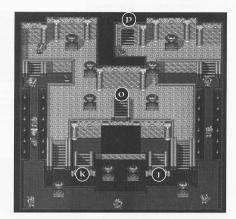
THE FOUR SWITCHES

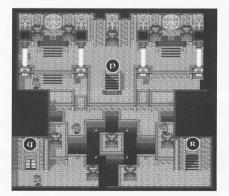


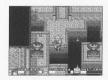
They came to a room with switches up on raised platforms. They triggered the switches on the west side first.



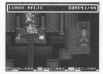
The first switch made a stairway appear to the south. The second switch opened a pathway south.

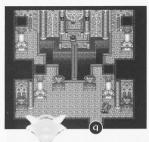


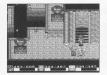


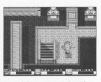


They used the Whip to get across the gap leading south and found the orb room of the Moon. Lunar Magic worked there.

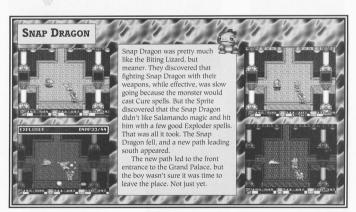


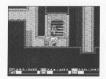






They returned to the switch room and triggered the eastern switches. Then they used the Whip to cross the gap to the south and entered another doorway. This one didn't lead to an orb room, though. It led to a room full of raised walkways. A floor switch was near the stairs, and when they stepped on it, it opened a pathway to the north.



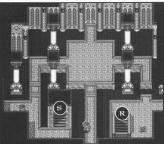


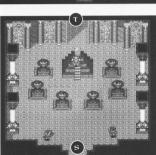


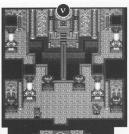


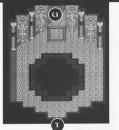
Instead of going out the front, the boy took them to the southwest, where they found another entrance. Inside the seed room, they discovered the Emperor, but he seemed dazed, as if he was in a trance.

















Behind the Emperor was an exit leading ... who knew where? They had to find out, though.

When they entered the next room, they met Fanha, and then Thanatos appeared.



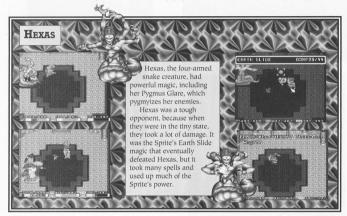








Thanatos reveals his macabre plan — to take over the body of Dyluck. Then he sends Hexas after the boy and his friends





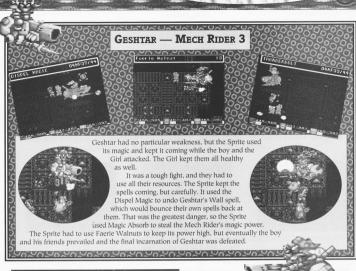




Thanatos had done something to Geshtar.
"Oh no," said the boy. "Do we have to fight

<u>him</u> again?"
"It looks like it," answered the Sprite. "So let's get to it."





MAX:They activated the Mana Fortress! This place is sinking!



Geshtar was defeated, but not Thanatos. He managed to activate the Mana Fortress, and the Grand Palace began to sink back into the sea.





AFTER THE GRAND PALACE







They met Krissie outside the Grand Palace. It had sunk into the water, but some of it was still there. Talking to Jema was also very helpful. He told them about the Mana Beast.







What Jema had to say didn't sound very good, but he held out some hope. He mentioned the Pure Land and the Mana Tree.







If they could find the Mana Tree, they might be able to finish powering up the Mana Sword and challenge the Mana Beast.



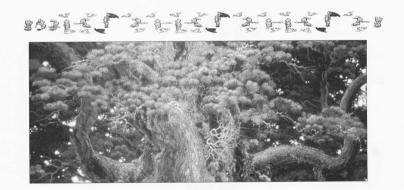




It was their only chance. They agreed it was time to find the Pure Land.

The Secret of Mara

Chapter Eleven: The Pure Land





Spear Attack

235224737772

Spear Attack 1

Spear Attack 2

Spear Attack 5

Spear Attack 6 (moving in a circle)

Spear Attack 7

Spear Attack 8







Neko's Bazaar

After the ordeal they had been through, first in the Underground City, then in the Grand Palace, the boy and his friends decided to walk around the castle to clear their heads before they headed out to search for the Pure Land. And that's how they ran into Neko. who had set up shop on the other side. And, though his items were very expensive, as usual, the armor he offered was very powerful.



THE PURE LAND



They found the Pure Land in the heart of a great volcano. But the volcano was very old, and a great forest grew within.

GRIFFIN HANDS IN THE PURE LAND

When they arrived in the Pure Land, they were attacked almost at once by Grifffin Hands, which looked like small stools with great eagle-like claws. Griffin Hands could jump at their enemies, as the boy soon discovered, but they weren't especially dangerous if he stayed on guard or hid behind the low foliage.

The other thing that was interesting about Griffin Hands was that they left a lot of money behind, and they seemed to enhance the experience level of the boy and his friends a lot. Because they were preparing for a great battle, they knew they needed

to practice their weapon skills. Also, Neko's armor was so expensive, they hadn't had enough to buy it all. So they stayed in the Pure Land and practiced on the Griffin Hands a while.









They headed through the Pure Land, always north, seeking the Mana Tree. When they found a cave near the waterfall, they entered it.









They came to a stone archivay and heard a voice speak in their heads. It told them they would have to defeat a dragon to the left in order to pass the gate. Then it offered to record their adventure.



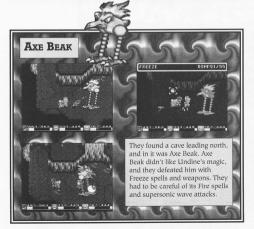




They returned to the gate, recorded their adventures, and passed on.



Using the Defender magic protected them from their enemies.





When Axe Beak was a pile of feathers, they found a stairway leading north.



It was another gate . . . and another dragon!





MAGIC ABSORB

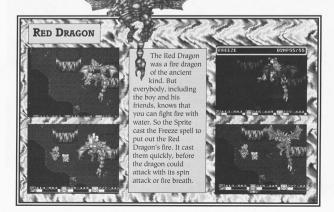
The Sprite was casting a lot of spells, but between dragons and bosses, it used Magic Absorb to keep its power fully charged.

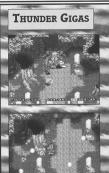
WEAPONS

Each time they defeated a boss or dragon, they obtained another orb for their weapons. It was the boy who wanted to call Flammie and go search for Watts in one of the towns, but the Sprite was against it.

"Why do you need to reforge these weapons?" it asked. "Don't worry. I can take care of these monsters. I'm a sprite."

So they continued, but the boy kept wondering what great weapons he might have had if he used the orbs. After all, he didn't have any magic. Only the growing skill and strength of the Mana Knight.





The Thunder Gigas was blocking the way, but the Sprite soon learned his weakness. He couldn't be hit when he separated into energy spheres, but once he stopped, the Earth Slide magic worked well. By piling on the spells, the Thunder Gigas was soon history.



As it turned out, they were close to the end. Up ahead was one more dragon gate, and nearby, one more dragon. They thought the ordeal would never end, but it would. They didn't know it, but they had almost completed their search.



The Blue Dragon was not so different from the others they had fought. Its weakness was Gnome magic, and, like the Thunder Gigas, it succumbed to Earth Slide.

THE MANA TREE



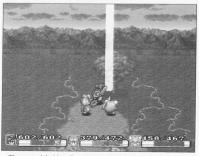
They stood at the top of a great cliff. Below, they saw a single, great tree.







It was the Mana Tree. They had made it through the Pure Land. They had passed all the tests. Now, they could revive the power of the Mana Sword. Then, before they could move, they heard Thanatos speaking to them in their heads.



The power of the Mana Fortress was enough to shatter the Mana Tree.





The power of the Mana Fortress blasted the Mana Tree and made them fall from the cliff. They remained unconscious for several minutes. Then . . .



the area of this Glence Terfiles.

STORATO

GENE TREE:Ther was your forher, Saria. I was bis

SECTION AND















end protect against avil?

You must stop the Fortress.

SOURCE CHENCE CORPORE

Dance is creat, and its shields are dem.

The boy learned about his people, the Mana Tribe. The ghost he had seen near Potos was his father. Serin, And the Mana Tree was his mother! The men of the

Mana Tribe must wield the sword while their wives become the Mana Tree, which The common of our bind become the tree, and the protectors of the corld.

protects the world. This was the boy's heritage, and he had to fill his father's place. He was to become the

Mana Knight and defeat Thanatos. the Mana Fortress, and all that

threatened the world. He was the only hope. He and his companions.



With her last energy, the Mana Tree summoned the power of the eight Mana Seeds and focused that power on the boy and his companions. They felt a surge of energy and knew they had the full power of the Mana Seeds at their disposal.



CHARGING UP FOR THE MANA FORTRESS

Now the sword was at its maximum and all the Mana power, too. They knew the Mana Fortress would present the greatest challenges they had yet faced, and they could not fail. So they returned to Todo Village and set up their camp, training in weapons and magic until they had become the strongest and most skillful warriors they could. Each of the eight Mana Seeds lent its power to them, and they became worthy of that power.

THE SHIP TO	
"11"	
and and	
The state of the state of	
· · · · · · · · · · · · · · · · · · ·	
de la de	4.88.88.88
The state of the s	
property condon contracts	
PECIC SKILL JEER	KEPFEN SKILL (L
E BENNE	会B: DENCHE
E-1508LEPENTO	1:885YLPHIC
₩4: SLUNE	₹ E 005/HE
	CLUSINE
CHECK THE MEGIC SKILLFLEVEL GETH HERE.	
FESH "FITHER" BUTTEN TO STRAT. CHOOSE AN ELEVENTAL WITH THE CONTROL FAC. FUSH "PITHER" TO SEE INTR.	

DRYAD reaches Lv. 8.

The Secret of Mara

いち しょうせんきょうきんきょうせんきょうこく

Chapter Twelve: The Mara Fortress







Sword Attack



Sword Attack 1



Sword Attack 2



Sword Attack 3



Sword Attack 4



Sword Attack 5



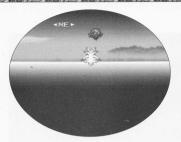
Sword Attack 6 (moving in a circle)

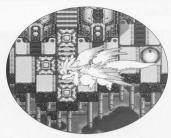


Sword Attack 7



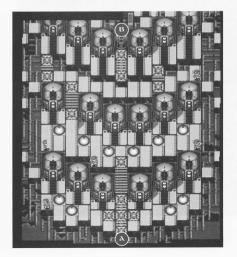
The Mana Fortress

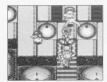




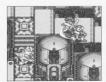
The Mana Fortress floated over the world, a powerful machine capable of immense destruction. Flammie took them close, and when they were ready, they flew high, to the level of the Fortress itself, then Flammie took them to its outer deck. They headed inside immediately.

THE MANA FORTRESS

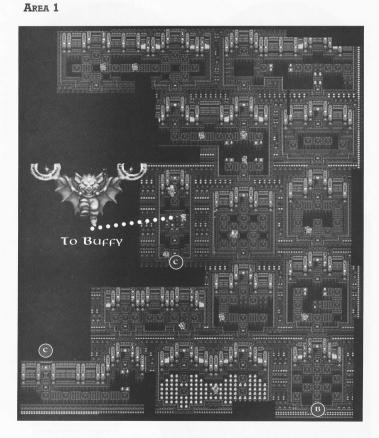




At the entrance, they fought past Captain Ducks. When the ducks started to cast Fire spells, the Girl used the Wall spell to reflect them back.

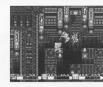


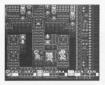
Dark Stalkers were waiting for them, too. They soon found out that there were lots of Dark Stalkers in the Mana Fortress.



The Mana Fortress







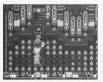
They found new enemies almost every time they went through a door. Finally, they came to a gap and the boy used the Whip to get across. Near the gap was a glowing switch in the floor. The boy stepped on it and a bridge opened leading north.

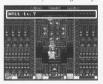






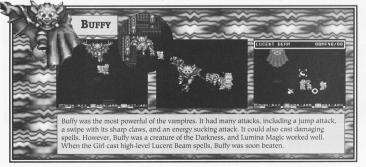
The way was blocked by large, luminous green crystals. The boy found both the Sword and the Axe would cut through them. They came to a path leading west, but spotted a whip post across the gap. They decided to use the Whip to get across. Then they came to an area filled with green crystals.



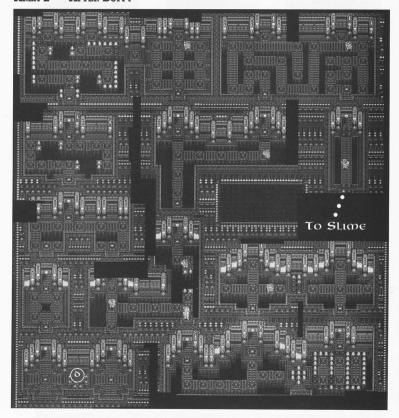




They cut through the crystals, heading to the west, until they came to a doorway leading north. They were beginning to collect some new items. Sometimes, they would open a chest and find an Amulet Ring or a Faerie Crown.

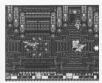


AREA 2 — AFTER BUFFY



The Mana Fortress







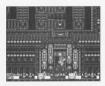
After defeating Buffy, they found a switch that sent them to the next area. There were two paths, and they chose the one to the east. Soon, they came to a branch in the path. Again, they chose the eastern way.



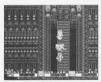


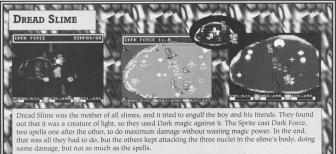


They came to a gap and used the Whip to get over it. On the other side was a mystic book, the National Scar. They had seen the book before, and knew how to defeat it with their weapons. A little farther on, they came to another branch. Again, they went east.



They fought their way across a twisting pathway until they reached a doorway leading south. Beyond the doorway was a large gap — too big to be crossed. But when the boy stepped on a switch in the floor, a bridge appeared and they walked across it.

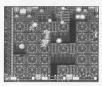




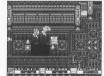
AFTER DREAD SLIME



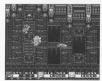
The Master Ninja was a dangerous opponent. They tried to destroy him quickly.



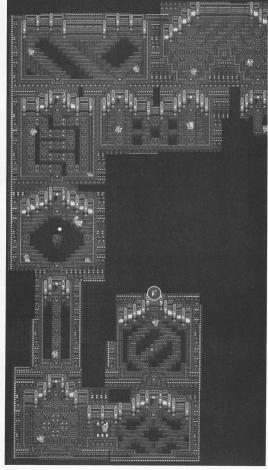
The Terminator was waiting in the next area. It was hard to defeat a Terminator with weapons, but Dark Force magic worked.

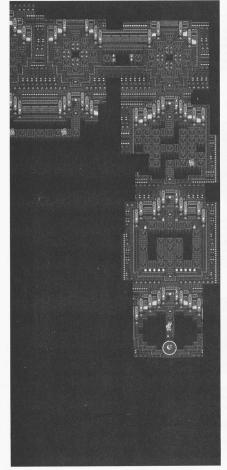


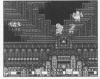
They used the Whip to get across another gap.



Shape Shifters tried to block their way on the narrow walkways.

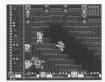






They fought more Master Ninjas and Armored Men.

Fierce Heads joined in with their Dark Stalkers.

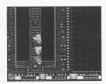




They made their way across a winding path . . .

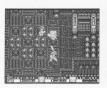
... around a large pit with a small platform in the middle . . .



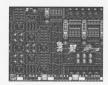


. . . then down a bridge over the dark void.





Several Master Ninjas blocked their way after they had crossed the bridge. The ninjas were fierce warriors who used the Stone Saber spell to make their weapons more effective. When they had defeated the Master Ninjas, the boy slashed through the crystal rods and they headed gas.



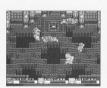
THREE TERMINATORS



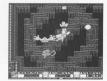












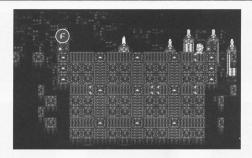




The room was crawling with Tsunamis, but there was a switch that teleported them to a new area of the Mana Fortress. It looked over the power section below. Despite the evil purpose of the Mana Fortress, the view was beautiful, and they stood a moment and just looked.

Then the boy came to his senses again. "Come on," he urged them. "We're almost there. I know it."

And they set off again, searching for the way to defeat Thanatos.



THANATOS AND DYLUCK



They found Thanatos at last. He had Duluck with him.



Thanatos began to tell them about his plans to conquer the world.



He had searched for someone with the right qualities.



And Dyluck fit the description.



Thanatos was all ready to take over Dyluck's body and be reborn.





But the Girl loved Dyluck and couldn't stand by. As Thanatos turned toward Dyluck, the Girl attacked him.



The attack weakened Thanatos. Perhaps she had saved Dyluck!

The Secret of Mana



But Thanatos was not defeated.



Dyluck could not hope to overcome Thanatos' life force, which was very strong.



The Girl refused to believe it.



Thanatos was very old and in league with the underworld.



Then they heard Dyluck's voice.



And he grew more and more evil as time went on.

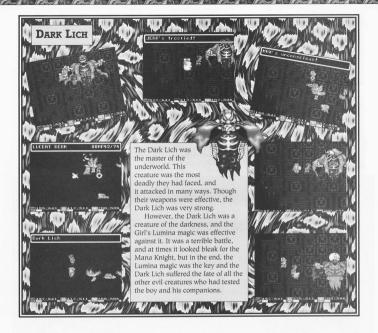




Dyluck used his last strength to prevent Thanatos from succeeding and to help the Girl and her friends. It was then that the Dark Lich appeared — Thanatos' last stand.







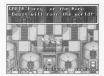
THE COMING OF THE MANA BEAST







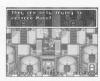
The Dark Lich was defeated. So, it seemed, was Thanatos. So the danger was past. Or was it. Something was attacking the Mana Fortress itself, and that could only be the Mana Beast. They hurried to the floor switch that took them outside the Fortress.



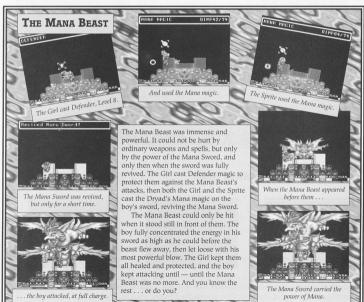




The Mana Beast was attacking the Fortress! It would mean the end of the world if the Mana Knight didn't interwene. But the boy didn't want to harm the Mana Beast, which was not evil at all. And he knew the battle would use the last of the Sprite's Mana and he wouldn't see her ever again. But he had no real choice. If he didn't fight, the world would end. So he did what he must. He lought the Mana Beast.

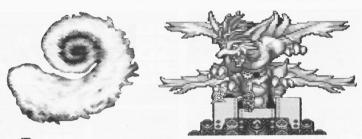




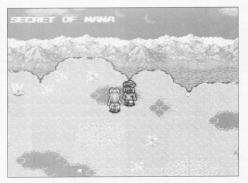


The End

EPILOGUE



 $R_{\rm nd}$ so the Mana Knight fought the Mana Beast and defeated it. The world was saved, but not without some sacrifice. The boy's mother was gone. So was Dyluck. And the Sprite . . . it was gone from this world, anyway. Still, peace had been restored, and that was the most important thing. Now the people of all the lands could be safe and the world would prosper.



MONSTER STATISTICS TABLE

Reading the Monster Stats

On the following pages are the statistics for each monster in the Secret of Mana. Each monster belongs to a type (like Bird, or Animal, or Repile) and it may also belong to a Group (like Wind, Water, Earth, etc.). Monsters of a particular group may be vulnerable to magic from its opposite. For instance, creatures from the Fire Group may be more vulnerable to Water magic, A creature's group is written after its name in parenthesis, i.e. Griffin Hand (Wind). In the statistics tables, you'll find each creature's Level, Hit Points, Magic Points, Strength, Speed, Experience, and the amount of gold it carries, plus a few other important facts.

Birds

Creatures of the Bird type mostly fly (except for the Eggatrice and Griffin Hand. Shoot with range weapons like the Bow. They are difficult to hit with short-range weapons until they are knocked to the ground.

Nemesis Owl (Wind)			
Level	18		
HP	122	A COL	
MP	24		C.D.
Str.	21	Spd.	21

GP 88

Heac	Silence	magic	Ī
uses	Differe	mugic.	

Kin	nono B	ird (W	ind)
Level 20		W	1
HP	160		
MP	48		- 8
Str.	17	Spd.	25
Exp	145	GP	120

Creates	Pebblers.	Uses
various	magic	

E	ggatric	e (Eart	h)	
Level	39	19		
HP	185	185		
MP	0	1	10.40	
Str.	48	Spd.	48	
Exp.	928	GP	720	

Turns	enemies	to stone.
	Rah	oite

Kimo	Kimono Wizard (Wind)				
Level	Level 48				
HP	408				
MP	80	8	-6 I		
Str.	26	Spd.	45		
Ехр.	1660	GP	1080		

Creates Metal Crawers, Uses various magic.

Griffin Hand (Wind)				
Level	60	1	30	
HP	600		1	
MP	99			
Str.	99	Spd.	64	
Exp.	3090	GP	2560	

Uses a jump attack, and car
knock enemies unconscious

Animals
These are standard animal
monsters. The are traditionally found in the
fields and woods, but they
may also appear just
about anywhere else.

Level	1		ß,
HP	20	1	(5)
MP	0	6	
Str.	3	Spd.	1
Exp.	1	GP	2

creatures vou"ll encounter.

	Vamp	oire Bat		
Level	5	54		
HP	55	- T		
MP	18			
Str.	6	Spd.	10	
Ехр.	7	GP	10	

Can	balloon	enemies.

Slow Down magic.

	Но	wler	
Level	24	æ	-9.
HP	190	50.00	34
MP	16	E-1	1
Str.	22	Spd.	28
Exp.	240	GP	180

Level	9	d	93
HP	140		
MP	6		之關
Str.	15	Spd.	15
Ехр.	30	GP	36

G	rave B	at (Dar	k)
Level	30		当.
HP	210	19	W.
MP	25		
Str.	32	Spd.	38
Ехр.	446	GP	258

	Sil	ktail	
Level	17		
HP	130	T	5
MP	40		
Str.	21	Spd.	36
Exp.	91	GP	79

Cioco	HIC	Siccp	LIONE	spen

I	Pebble	r (Earth)
Level	19		19
HP	186		
MP	0	200	
Str.	28	Spd.	30
Ехр.	125	GP	96

He	ck Hou	ınd (Da	ark)
Level	51	1	
HP	550		
MP	40		
Str.	70	Spd.	60
Ехр.	1964	GP	2450
Summ	ons othe	er wolve	S

Corner it and attack fast

The Monsters



Reptiles

Three creatures belong in the Reptile type. They may be found in many places, but they are relatively few in number. Be careful of their attacks. They are fast and powerful, Attack, then withdraw.

Level

Shellblast (Water)

IP.	180	1	O
1P	16	4	3
tr.	26	Spd.	14
_			

Exp. 300 GP Uses rotating spear attack.

Basilisk (Earth)

49

580

Level

MP 41

Str.

Fxn

Attac

Le

stone.

-	-
100 P	OR
趣	- 4
	1, 10000 No.0000
Spd.	52

F	95
Bu.	100
Spd.	52

	1,00	0.	1000	Zatp.	2000	
k	can cha	inge vo	ou into a	Attack	while it	

Str

Turtlance (Water) EA HELDEVE

vei	34	CONTRACTOR AND	20 1883
)	560		H
>	44	NT.	
	80	Spd.	52
p.	2300	GP	2965

's in its shell.

Fish

Fish are found in water. Some use various weapons, while others may spit water out and cause a great deal of damage. Keep your distance and don't stand in front of fish creatures.

Iffish (Water)

Level	10		1
HP	140	(0)	To.
MP	18		
Str.	17	Spd.	17
īvn.	25	GP	20

Spits out water.

Water Thuo (Water)

1755 GP

8				
evel	16	ma		
Р	145		54	
Р	10	-	-	
r.	24	Spd.	1	
m	77	GP	65	

Throws harpoons.

Dinofish (Water)

Level	29		A
HP	240		(8)
MP	25	OCCUPANT.	
Str.	32	Spd.	34
Exp.	400	GP	264

Shoots missiles

Marmablue (Moon)

Level	45	T-O	THE
HP	324	H	5
MP	30	1	24
Str.	33	Spd.	51
Exp.	1385	GP	816

Sucks up your Magic Points.

Ice Thug (Water)

57	m	0
440		
40		
57	Spd.	49
2680	GP	2850
	440 40 57	440 40 57 Spd.

Uses Cure Magic.

Morphs

The Morph group consists of creatures with indefinite shapes for the most part. Many of these creatures can divide like cells. Others can turn into other creatures or call other monsters. Many cast spells or have other attacks

Green Drop (Water)

Level	6	Design of the second	
HP	40	F	
MP	0		and
Str.	12	Spd.	4
Exp.	10	GP	12

powerful weapons.

Eve Spv (Water)

Level	8	A STATE	1	
HP	100	1	=)(
MP	15		-	
Str.	13	Spd.	1	
Ехр.	28	GP	30	

Summons Chobin Hoods.

Red Drop (Fire)

		1	
Level	27	File	3
HP	380	TAG	00
MP	0	449	FA
Str.	29	Spd.	20
Ехр.	330	GP .	216

Susceptible to Freeze magic.

Phus Dram (Water)

Blue Drop (water)				
Level	27	上世	-	
HP	380	19	1	
MP	0	90	600	
Str.	29	Spd.	20	
Exp.	330	GP	216	

Susceptible to Fire magic.

Wizard Eve (Water)

-		/- /	
Level	32	24	24
HP	200	XX	2
MP	50	0.7	-37
Str.	35	Spd.	22
Exp.	530	GP	504

Can change you into a Moogle.

Emberman (Fire)

35		
125	生死	
36		
29	Spd.	27
685	GP	516
	125 36 29	125 36 29 Spd.

Attack with long-range Magic or strong weapons.

Shape Shifter

Level	42	7	
HP	350	I G	
MP	0	1202	I
Str.	24	Spd.	42
Ехр.	1140	GP	1500
CI			

Changes into other monsters. Attack with Thunderbolt.

Tsunami (Water)

evel	64	18th-	-111
ΙP	388	-10	0.7
1P	99	No.	=6
tr.	52	Spd.	1
хр.	3700	GP	2100

Attack from a long distance or with srtong weapons.



The Secret of Mana

Dragon

Creatures in the Dragon Group can be found almost anywhere. They tend to have powerful attacks and sometimes throw weapons. Some call other monsters.

Ma Goblin (Earth)

Level	12	37	
HP	130	100	
MP	18	4	
Str.	21	Spd.	1
Exp.	42	GP	80

Uses Magic. Calls Goblins. Dalain Foot

	ICODI	111001	HIS SECOND
Level	36	7	-25-7
HP	300	THE	3
MP	22		-
Str.	41	Spd.	46

GP 740 Stronger than Chobin Hood.

800

Insects

Insects are everywhere, so why not in the world of Mana? Insects may use stingers or special magic attacks. Flying insects can be difficult to attack with short-range weapons. But insects are not very strong and are easy to stop.

Crawler (Tree)

Level	19	30	300
HP	100	00	. 61
MP	16		rois.
Str.	27	Spd.	13
Exp.	124	GP	97

Uses Sleep Flower magic.

Kid Goblin (Earth)

Level	5		
HP	64	13	2
MP	0		
Str.	15	Spd.	5
Exp.	8	GP	14

Sleeps until vou get close. Charge up first, then attack.

Tomato Man (Fire)

Level	14	0.0	الدو
HP	40	935	24
MP	46		
Str.	6	Spd.	9
Exp.	65	GP	96

Attack with offense magic. Summons Ghouls.

Dark Ninia

Level	50		20
HP	523	42	W-12
MP	22		2
Str.	70	Spd.	50
Evn	1850	GP	1440

Attack with ultra-technique.

Buzz Bee (Tree)

Level	4	8	67
HP	65	2	·
MP	0	-	S
Str.	8	Spd.	8
Exp.	4	GP	11
Shoots	noisor	stinos.	

Sand Stinger (Earth)

21	1	-
200	de	1
10	904	96
27	Spd.	18
170	GP	144
	200 10 27	200 10 27 Spd.

Leve

HP

MP

	Chobii	1 Hood	
	7	3	1
	80	agle.	
	0	-	
	12	Spd.	2
Ī	12	GP	17

Exp Shoots his bow. Watch out for distance attacks.

Level	23	6	-
HP	200	3	- 2
MP	0	-	5
Str.	26	Spd.	24
Exp.	215	GP	174

Throws Pumpkin Bombs.

62 Level HP 300

> 3390 GP 2444

and Fire magic.

MP Str 28 Snd

Exp.

M S

111	Hood	
	Spd.	2
		40

Str.

Egoplant Man Mad Mallard

Level

HP 150

MD 8

Str 24

Exp.

	Level	28	5
	HP	125	L
	MP	16	- 10
	Str.	32	Spd.
	Ехр.	368	GP

38 GP

than Kid Goblin.

The Goblin is a little stronger

Goblin (Earth)

Attacks with Magic. Summons Needlions.

Master Ninia Captain Duck

_evel	68	-1.
-IP	400	
ИP	44	疆
Str.	66	Spd.
Exp.	4388	GP

Very powerful attacks. Finish

240

him off quickly.

Attack with Pumpkin Bombs Chess Knight (Tree)

Level	12		9.5
HP	135	L	- 13
MP	15		- 3
Str.	22	Spd.	20
Exp.	36	GP	38

jump attack. Charge up first.

Steamed Crab			
Level	18	17	
HP	110	-	
MP	25	Bastles	
Str.	20	Spd.	
Exp.	110	GP	

Flings claws and uses Thunder Saber magic.

Spider Legs (Earth)

evel	22	- 4	2
IP.	230	1	20
1P	21	R	18
tr.	27	Spd.	16
хр.	188	GP	156

Uses sand trap to capture prev, casts Earth Slide.

Bomb Bee (Fire)

Level	38	
-IP	310	9
ИP	40	
Str.	33	Spd.
Exp.	863	GP

ŀ

528

Shoots poisonous stings.

The Monsters



Undead

Undead creatures are usually found inside caves or palaces. Sometimes they are summoned by other monsters. They have powerful attacks, but low hit points. Use range weapons for easy victories.

Zombie (Dark)			
Level	13		
HP	150		
MP	20		
Str.	12	Spd.	8
Exp.	50	GP	48
Sprays out poison mist.			

	Ghoul	(Dark)
Level	31	· 100 (5
HP	230	

30 Str.

MP 32

Exp. 450 GP 264

Has high HP.

3	
HARRIST	-
Spd.	32

MP 48	
Str. 44 Spd.	19
Exp. 1065 GP	708

Beast Zombie (Dark)

Level 41

Uses a running attack.

Apparition

These ghostly creatures are very hard to attack. and can do great damage with their spells. However, they are generally slow to attack, so keep moving and stay out of their way. Don't bother to fight them.

Specter (Dark)			
Level	27	100	
		THE TOTAL Y	

HP	200	E.	5 5
MP	99	1	34
Str.	12	Spd.	26
Exp.	330	GP	213

Mainly uses magic.

Ghost (Dark)

Level	63	6	-3
HP	632		
MP	99	1	200
Str.	38	Spd.	43
Ехр.	3540	GP	2160

Uses magics of Darkness.

Gas Body

Like the Apparitions, Gas Bodies attack with spells and are hard to fight. They are also slow to attack, so the best strategy is to keep away from them. They will follow you, though, so keep moving or they'll start casting spells.

Dark	Funk	(Fire)

revei	25		-
HP	100		. 9
MP	20		-67
Str.	23	Spd.	12
Exp.	268	GP	192

Uses poison gas and magic. Imp (Dark)

Level

HP 138

MP

Str 36

Exp. 582 GP

LA Funk (Water)

Level	25	2000	
HP	100	3	4
MP	20	Sin.	
Str.	23	Spd.	12
Ехр.	265	GP	190

Attacks with Water magic. Figree Hand (Dark)

Level	39		
HP	308		
MP	80		
Str.	46	Spd.	32
Exp.	928	GP	864

	1		
Exp.	1219	GP	90
Attacl	o from 1	ndara	ound

Level

HP

MP 60

Str.

Dark Stalker (Dark)

Demons

Level HP MP 64

Str. 54 Spd GP

Exp.

The creatures in the Demon group can be very troublesome. Attack quickly, or keep away. These creatures can often call other creatures, cast magic spells, and use special attacks. Some can appear and disappear.

Gremlin (Dark)

Fiend Head (Dark)

Throws a harpoon.

Spd.

Level	65	Last P	
HP	1150	10	347
MP	99		100
Str.	57	Spd.	51
Ехр.	3868	GP	2280
0 .			to believe

	Spouts	poison	mist.	
--	--------	--------	-------	--

Wolf Lord (Dark)

attacks.

Level	67	7.1	
HP	280		1
MP	50		
Str.	59	Spd.	64
Ехр.	4210	GP	2400
Restor	es HP w	ith mag	ic.

Uses poison attack and throws harpoons.



The Secret of Mana

Plants

Plants are found throughout the land, but they are generally weak creatures. Some can cast sleep magic or spray out spores that put you to sleep.

Lullabud (Tree)

Level	2	. 8	15.75
HP	3,6	3	340
MP	10	8 6	
Str.	5	Spd.	3
Evn	3	GD	8

Bites when you get too close.

Polter Chair (Tree) Mushboom (Tree) 3

		46	Level	8		700	
1			HP	128			
			MP	0	1	是占	
	Spd.	5	Str.	12	Spd.	10	
	GP	7	Exp	21	GP	22	

Harmless unless you touch it.

Pumpkin Bomb (Tree)

I I 01 T

Level	21	1	
HP	160	1	
MP	4	-	
Str.	22	Spd.	5
Ехр.	1	GP	12
6/2/11			Control of

Uses spin attcks. Then explodes.

Mystic Book

Level	28	P30	750
HP	190	H	H
MP	99		-
Str.	24	Spd.	23
Ехр.	370	GP	264
11		1	100000000000000000000000000000000000000

Use magic attacks.

Weeny Eve (Light)

Level

60

3

3 Exp.

Sprays a fainting powder.

HP

MP 0

Level	28	Application of the last of the	TH
HP	165	- 16	3
MP	80		
Str.	30	Spd.	15
Exp.	370	GP	264

Can cast dangerous magic.

Mimic Box (Moon)

Level	36	出品		
HP	290	1	1	
MP	30			
Str.	34	Spd.	33	
Exp.	740	GP	399	

Looks like treasure chests.

Trap Flower (Tree)

Level	37	. 8	7
HP	144	多	0)
MP	50		
Str.	40	Spd.	20
Exp.	800	GP	532

Energy Absorb.

Nitro Pumpkin (Tree)

Level	44	1	
HP	420		30
MP	20		
Str.	40	Spd.	52
Exp.	1300	GP	468

Uses Sleep Flower. Tough to destroy.

National Scar

55		100
630		100
58	34	
98	Spd.	46
2425	GP	2600
	630 58 98	630 58 98 Spd.

Can cast dangerous spells.

Mushgloom (Tree)

Level	56	CONT.	- 類
HP	628	3	4
MP	38		0.3
Str.	99	Spd.	60
Ехр.	2550	GP	3200

Needlion (Earth)

Level	58	10.75	-
HP	599		H
MP	28	19	3
Str.	42	Spd.	44
Exp.	2800	GP	2430

Attacks from underground.

Machine

The Machine group consists of metallic creatures. They often have a very strong defense, but can be defeated with even stronger weapon attacks, or, in some cases, with magic.

Evil Sword (Moon)

Level	15		
HP	125		and a
MP	24		
Str.	18	Spd.	23
Ехр.	64	GP	60
llege e	charai	no attack	,

Armored Man

1200	rumor	ca wian	
Level	34	100	×
HP	250	100	
MP	20		
Str.	45	Spd.	25
Exp.	633	GP	540
Facute	defeat	with we	anone

Dark Knight (Dark)

Level	40		
HP	200	6	
MP	56	W.	
Str.	55	Spd.	44
Exp.	996	GP	1020
Each to	defeat	with w	aanone

Level	46		Marci .
HP	390	40	
MP	52	254	als
Str.	70	Spd.	22
Exp.	1472	GP	960
Canco	t vou or	fire	

Steelpion (Earth)

rel	46	H	3.3	Level	47		10000
	390	1	100	HP	450		6
	52	254	als.	MP	44	Carried States	
	70	Spd.	22	Str.	70	Spd.	17
٥.	1472	GP	960	Exp.	1563	GP	1020
n se	t you or	i fire.		Attack	with m	agic or	strong

Metal Crawler (Tree)

Level	47		100770
HP	450	ME.	BY.
MP	44	COL.	
Str.	70	Spd.	17
Exp.	1563	GP	1020

Doom Sword

Level	53		
HP	411	S.	
MP	32		
Str.	90	Spd.	65
Exp.	2190	GP	2640
Uses a	chargin	ng attac	k.





	Meta	l Crab	
Level	61	200	3 1
HP	533	ž	70
MP	28		始
Str.	64	Spd.	20
Ехр.	3230	GP	2846
		PARTICIPATE OF THE PARTICIPATE O	

Uses its claws to attack.

V	Vhimpe	er (Ligh	t)
Level	66	571112	
HP	230	B.	5.2
MP	99		
Str.	58	Spd.	52
Ехр.	4036	GP	2280

Ignore this monster.

	Termir	ator (L	ight)
Level	69		
HP	300	100	
MP	99		
Str.	82	Spd.	59
Exp.	4570	GP	3600

Very strong against weapons. Weak against Dark Force.

Special Weapon Effects

Gloves

Spike Knuckle Power Glove Moogle Claw Chakra Hand Heavy Glove Hyper Fist Griffin Claws Dragon Claws Aura Glove

Inflicts damage on insects, etc. Puts enemy to sleep. Raises Intelligence/Wisdom. Inflicts damage on insects, etc. Effective against Slimes/Lizards. Poisons enemy. Effective against dragons. The top Glove!

Swords Rusty Sword

Broad Sword Herald Sword Clavmore Excalibur Masamune Gigas Sword Dragon Buster Mana Sword

Raises Agility/Evade %. Effective against Slimes/Lizards. Inflicts damage on insects, etc. Effective on Evil/Nonliving enemy. Raises % of critical hits. Increases Strength 2 pts. Effective against dragons. The top Sword!

Axes

Watt's Axe Load Axe Stout Axe Battle Axe Golden Axe Were-Buster Great Axe Gigas Axe Doom Axe

Effective against plants/fish. Increases Constitution by 2 pts. Effective against plants/fish. Inflicts damage on insects, etc. Use against animals/birds/beasts. Effective against plants/fish. Increases Strength 5 pts. The top Axe!

Spears Spear

Heavy Spear Sprite's Spear Partisan Halberd Oceanid Spear Gigas Lance Dragoon Lance Daedalus Lance No Effect Balloons enemy. Effective against Slimes/Lizards. Confuses enemy. Puts enemy to sleep. Increases Strength 2 pts. Effective against dragons. The top Spear!

Whips

Whip Black Whip Backhand Whip Chain Whip Flail of Hope Morning Star Hammer Flail Nimbus Chain Gigas Whip

Slows enemy down. Raises Agility/Evade % Effective against Slimes/Lizards. Effective on Evil/Nonliving enemy. Inflicts damage on insects, etc. Slows enemy down. Inflicts damage on insects, etc. The top Whip!

Bows

Chobin's Bow Short Bow Long Bow Great Bow Bow of Hope Elfin Bow

Wing Bow Doom Bow Garuda Buster No Effect Use against animals/birds/beasts. Confuses enemy. Effective on Evil/Nonliving enemy. Raises Intelligence/Wisdom. Confuses enemy. Raises % of critical hits. The top Bow!

Boomerangs

Boomerang Chakram Lode Boomerang Rising Sun Red Cleaver Cobra Shuttle Frizbar

Ninja's Trump

Slows enemy down. No Effect Inflicts damage on insects, etc.

Poisons enemy. Effective against Slimes/Lizards. Raises % of critical hits. The top Boomerang!

Effective against Slimes/Lizards.

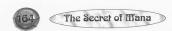
Shuriken **Tavelins**

Pole Dart Iavelin Light Trident Lode Iavelin Fork of Hope Imp's Fork Elf's Harpoon

No Effect Use against animals/birds/beasts. Balloons enemy. Effective on Evil/Nonliving enemy. Balloons enemy.

Raises Intelligence/Wisdom. Effective against dragons.

Dragon Dart Valkyrian The top Javelin!



THE SECRET OF MANA

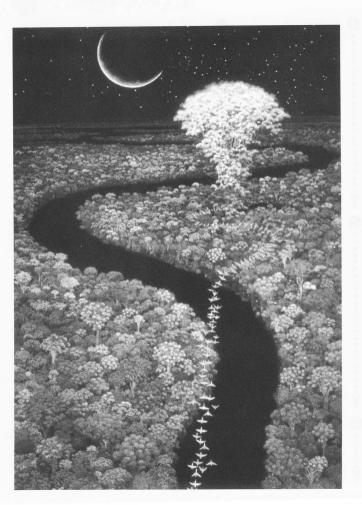
Story Flow Chart and Index

This chart shows most of the main events that take place in the Secret of Mana. Next to each event is a page number that represents the page that event occurs in this book. Numbers in the circles represent the chapters in which these events occur. You can use this chart to find your way through the game, or to find a particular event in the book.

The Sword (7)	4 The Great Forest (33)
Potos Village (7)	The Moogle Village (35)
Mantis Ant (8)	Sprite's Village (36)
The Water Palace (9)	Spring Beak (36)
Goblins (10)	Wind Palace (36)
Nekos (10)	Sylphid Magic (37)
The Dwarf Cave (11)	• The Forest Orb (37)
The Dwarf Village (13)	Matango (38)
Watts (13)	King Truffle (38)
Tropicallo (13)	• The Dragon Cave (39)
The Haunted Forest (15)	The Great Viper (41)
Elinee's Castle (17)	The Baby Dragon (41)
Spiky Tiger (18)	Matango (41)
Undine — The Water Magic (19)	5 Kakkara Desert (44)
The Underground Palace (23)	• The Sand Ship (44)
Fire Gigas (24)	Geshtar — Mech Rider (46)
Gnome Magic (25)	Kakkara Village (47)
Pandora (25)	• The Ice Country (47)
Pandora Ruins (26)	• Boreal Face (48)
Wall Face (27)	• The Hidden Paradise (49)
Pandora (28)	• Salamando Magic (49)
Water Palace (28)	The Ice Palace (50)
Thieve's Ship (28)	Tonpole & Biting Lizard (51)
Kilroy (29)	Frost Gigas (53)
Water Palace (29)	Santa Claus (53)
Jabberwocky (29)	• The Fire Palace (54)
Water Palace (30)	Minotaur (57)
Midge Mallet (30)	The Fourth Mana Seed (58)

Index/Flow Chart

	Jidex/Flow Chart
The Empire (58)	• Sage Joch's Cave (98)
Southtown (58)	Tasnica (99)
The Empire Sewers (61)	The Dark Stalker (99)
Resistance Headquarters (62)	Sage Joch's Cave (101)
Northtown (63)	• The Path to the Test (101)
The Empire Ruins (64)	• The Test of Courage (102)
Doom's Wall (69)	The Tree Palace (103)
hanatos (70)	Aegagropilon (104)
ampire (71)	Dryad Magic (105)
Jorthtown (71)	9 The Grand Palace (108)
he Emperor's Castle (73)	The Underground City (109)
Metal Mantis (74)	Hydra (110)
eshtar — Mech Rider 2 (77)	Secret Resistance Headquarters (114
lammie (78)	Kettle Kin (118)
ne Lofty Mountains (82)	Inside Grand Palace (121)
landala (82)	Snap Dragon (128)
e Palace of Darkness (83)	Hexas (130)
me Slime (87)	Geshtar — Mech Rider 3 (131)
ade Magic (87)	Neko's Final Bazaar (135)
ne Mountain (88)	• The Pure Land (135)
age Joch's Cave (89)	• Dragon Worm (136)
he Sea Hare Tail (90)	Snow Dragon (137)
iold City (90)	Axe Beak (137)
he Tower Key (91)	Red Dragon (138)
he Golden Tower (92)	Thunder Gigas (139)
lue Spike (92)	Blue Dragon (139)
Gorgon Bull (92)	The Mana Tree (140)
umina Magic (93)	12 The Mana Fortress (145)
age Joch's Cave (96)	• Buffy (147)
he Lighthouse (96)	Dread Slime (149)
loon Passage (96)	Thanatos (153)
The Moon Palace (97)	Dark Lich (155)
Lunar Magic (98)	The Mana Beast (156)



MORE SECRETS OF THE GAMES BOOKS

NOW AVAILABLE

VIDEO GAME BOOKS

Nintendo Games Secrets, Volumes 1, 2, 3, and 4	\$12.95 eac
Sega Genesis Secrets,	7.2.00
Volumes 1, 2, 3, 4, and 5	\$12.95 each
Official Sega Genesis Power Tips Book , 2nd Edition (in full color!)	\$14.95
Super NES Games Secrets,	
Volumes 1, 2, 3, and 4	\$12.95 each
GamePro Presents:	
Nintendo Games Secrets Greatest Tips	\$11.95
Sega Genesis Games Secrets Greatest Tips	\$11.95
(Second Edition)	
Super NES Games Secrets Greatest Tips	\$11.95
Super Mario World Game Secrets	\$12.95
The Legend of Zelda:	
A Link to the Past Game Secrets	\$12.95
Super Star Wars Official Game Secrets	\$12.95
Battletoads: Official Game Secrets	\$12.95
Coming Soon:	
Sega CD Official Game Secrets	\$11.95
3DO Official Consumer's Guide	\$14.95

COMPUTER GAME BOOKS

SimEarth: The Official Strategy Guide Harpoon Battlebook: The Official Strategy Guide	\$19.95 \$19.95	Dynamix Great War Planes: The Ultimate Strategy Guide	\$19.95
Wing Commander I and II:	\$10100	Gunship 2000: The Authorized Strategy Guide	\$19.95
The Ultimate Strategy Guide	\$19.95	SimLife: The Official Strategy Guide	\$19.95
Chuck Yeager's Air Combat Handbook	\$19.95	Stunt Island: The Official Strategy Guide	\$19.95
The Official Lucasfilm Games		Populous: The Official Strategy Guide	\$19.95
Air Combat Strategies Book	\$19.95	Prince of Persia: The Official Strategy Guide	\$19.95
Sid Meier's Civilization,		X-Wing: The Official Strategy Guide	\$19.95
or Rome on 640K a Day	\$19.95	Empire Deluxe: The Official Strategy Guide	\$19.95
Ultima: The Avatar Adventures	\$19.95	7th Guest: The Official Strategy Guide	\$19.95
Ultima VII and Underworld: More Avatar Adventures	\$19.95	Myst Official Game Secrets	\$19.95
JetFighter II: The Official Strategy Guide	\$19.95	F-15 Strike Eagle III: The Official Strategy Guide	\$24.95
A-Train: The Official Strategy Guide	\$19.95	Quest for Glory I, II, III, and IV:	
PowerMonger: The Official Strategy Guide	\$19.95	The Authorized Strategy Guide	\$19.95
Global Conquest: The Official Strategy Guide (w/disk)	\$24.95	Microsoft Flight Simulator 5 Strategy Guide	\$19.95
Falcon 3: The Official Combat Strategy Book (w/disk)	\$27.95	Strike Commander: The Official Strategy Guide	\$19.95



Don't Get Left Hanging . . .

TO ORDER BOOKS ONLY

Please send i	ne the following items:		
Quantity	Title	Unit	Total
gamaid	THE		
	Marie V		
		1/2	\$
	Acres 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	\$	\$
		\$	\$
		Subtotal	\$
	7.25% SALES TAX Calif	ornia only	\$
	SHIPPING and HA	ANDLING*	\$
*\$4.00 shippi	TOTA ng and handling charge for	L ORDER	\$
*\$4.00 shippi additional boo	TOTA ng and handling charge for	AL ORDER the first bo	\$
additional boo	TOTA ng and handling charge for ok.	the first bo PRDER onFri. 9-4	\$ ok, and \$0.50 for each
additional boo By telephone: With Visa or I By Mail: Just	TOTA ng and handling charge for nk. HOW TO O MC, call (916) 786-0426. Mc fill out the information belo	the first bo RDER onFri. 9-4 w and send	sok, and \$0.50 for each
additional boo By telephone: With Visa or I By Mail: Just My name is_	TOTA ng and handling charge for nk. HOW TO O MC, call (916) 786-0426. Mc fill out the information belo	the first bo RDER onFri. 9-4 w and send	sok, and \$0.50 for each
By telephone: With Visa or I By Mail: Just My name is	TOTA ng and handling charge for nk. HOW TO O MC, call (916) 786-0426. Mc fill out the information belo	the first bo RDER on.–Fri. 9–4 w and send	ok, and \$0.50 for each
By telephone: With Visa or I By Mail: Just My name is I live at City	TOTA ng and handling charge for nk. HOW TO O MC, call (916) 786-0426. Mc fill out the information belo	the first bo RDER onFri. 9-4 w and send	sok, and \$0.50 for each PST. I with your remittance.

P.O. Box 1260BK Rocklin, CA 95677 (satisfaction unconditionally guaranteed) U.S. \$14.95 U.K. £13.95 Net Can. \$20.95

This Is the One and Only Strategy, Guide for the Secret of Mana?

You say you pulled the sword from the stone? Unleashed a lot of evil creatures by accident? And now you want to know what to do about it ...

What is the Secret of Mana anyway? What about the Mana Fortress? And the Mana Beast? Just who was the Last of the Mohicans? Oops! We can't help you with that last qffgstion! But we can tell you about all the rest. Here's just a sample of what you find inside Secret of Mana Official Game Secrets:

- · Detailed, illustrated story of the entire game
 - · Specific winning strategies and tricks
- Full-color composite maps of major dungeons, castles, and caves
 - · Statistics for all monsters, weapons, items, and bosses
 - · Original Secret of Mana artwork

If you have questions about the Secret of Mana, we've got the answers!

Risd Dellaria is Creative Director of Prima's Secrets of the Games series and head of DeMaria Studio. He is the author of many best-selling computer and video game strategy books, including Super Star Wars Official Game Secrets (Prima).



Secrets of the Games